

ASCENDER

FOOTBALL



SCOUTING REPORT

"SEIZE THE OPPORTUNITIES AND MAKE IT HAPPEN!"



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FOOTBALL



Weekly Schedule

- **Sunday (Review and Plan)**
- **Monday (Review and Presentations)**
- **Tuesday (Competition Tuesday)**
- **Wednesday (Ball Security Wed)**
- **Thursday (Lock In)**

“You Will Play Like you Practice!”



ASCENDER FOOTBALL



Edgewater

September 17th, 2020



FS



SS



**Kevin
Butler**

#7 Senior

B

B

B



**Quincy
Charles**

#21 Senior



**Deshawn
Troutman**

#9 Senior

LC



**Johnnie
Dassie**

**#27
Senior**

RC



Tommi Hill

#13 Senior

DE

N

T

DE



**Kenneth
Brown**

#41 Senior

**Red= Returning
Starter**



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COVERAGE

REPORT

FRONT

BLITZ

STUNTS



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THE BALL

12% RULE

Turnovers:

- Sacks:
- Penalties:
- Drop balls:



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CREATING EXPLOSIVES

“THIS IS WHO WE ARE”

(9)

AN EXPLOSIVE RUN IS:

 10+ YDS

AN EXPLOSIVE PASS IS:

 16+ YDS



ASCENDERS

3RD DOWN



3RD DOWN
“CONVERT”
(40%)



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REDZONE

100%





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GAME PLAN



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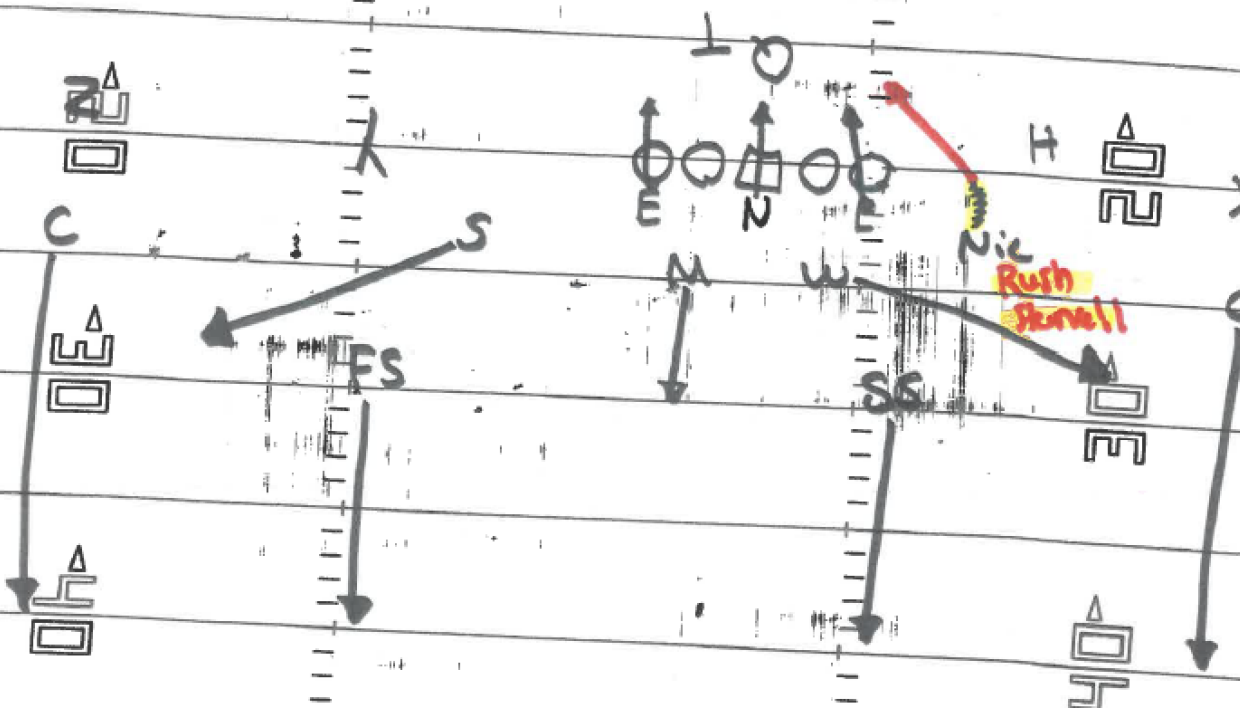


FRONT BLITZ RUN GAME PROTECTION

Doubles RT 61 Pump Honda

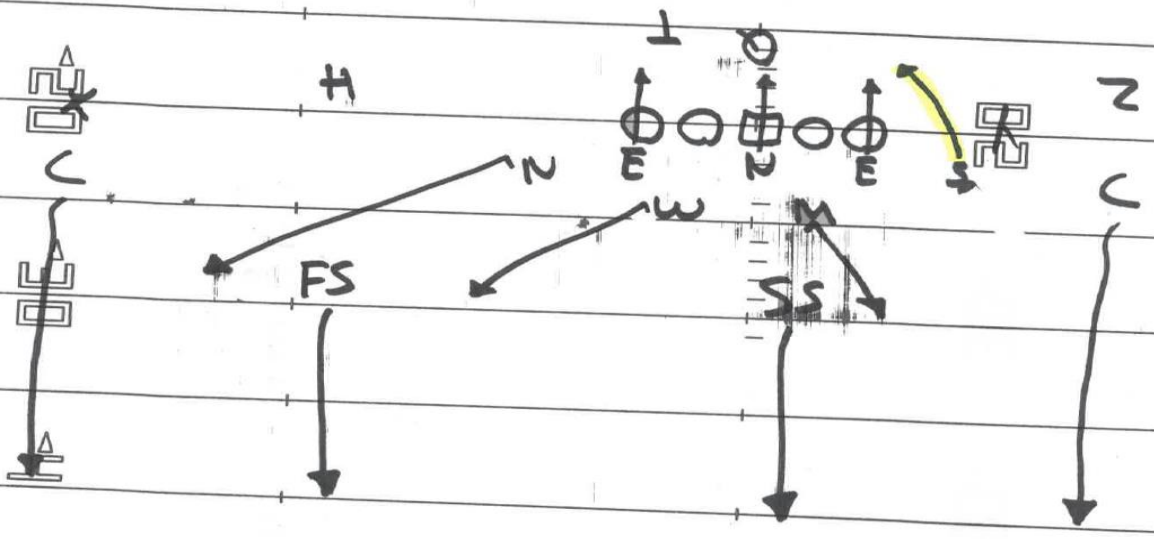
14

3-4 Cov4



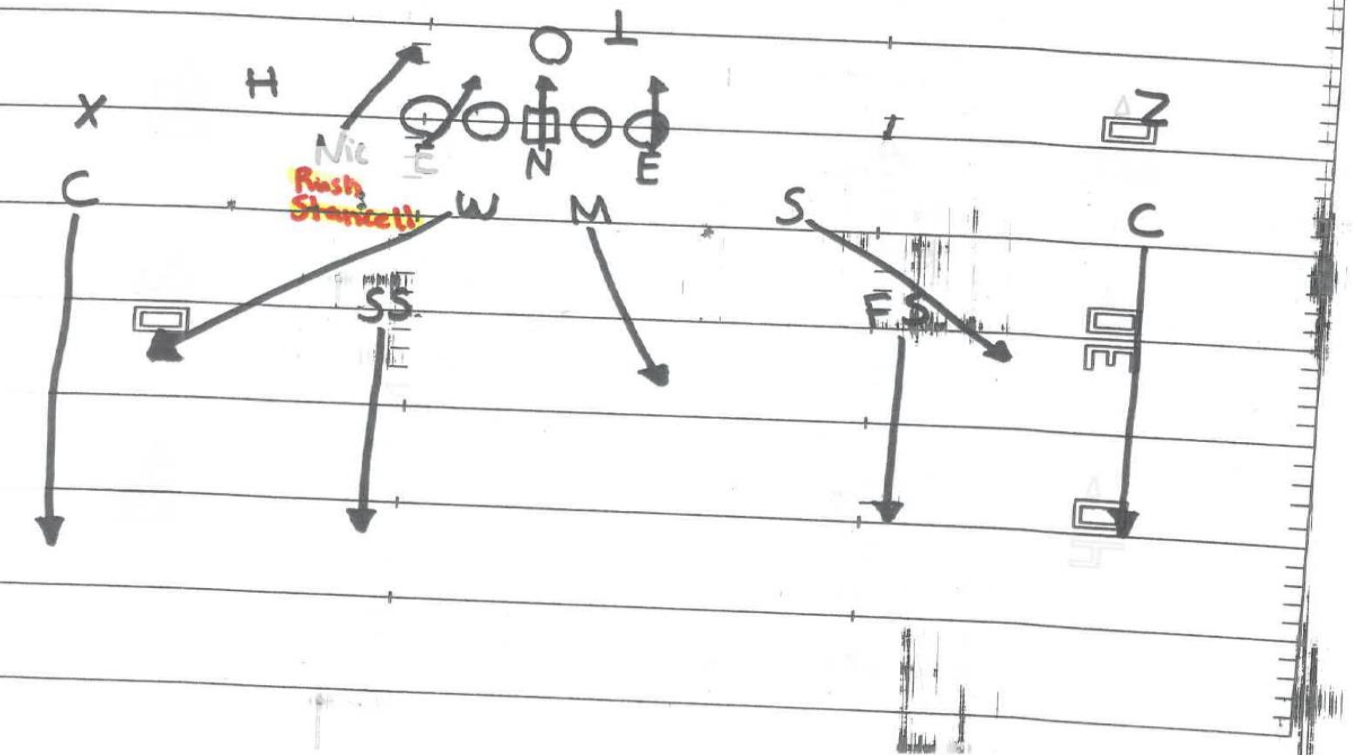
Doubles LT 51 Mesh

3-2 Cov4



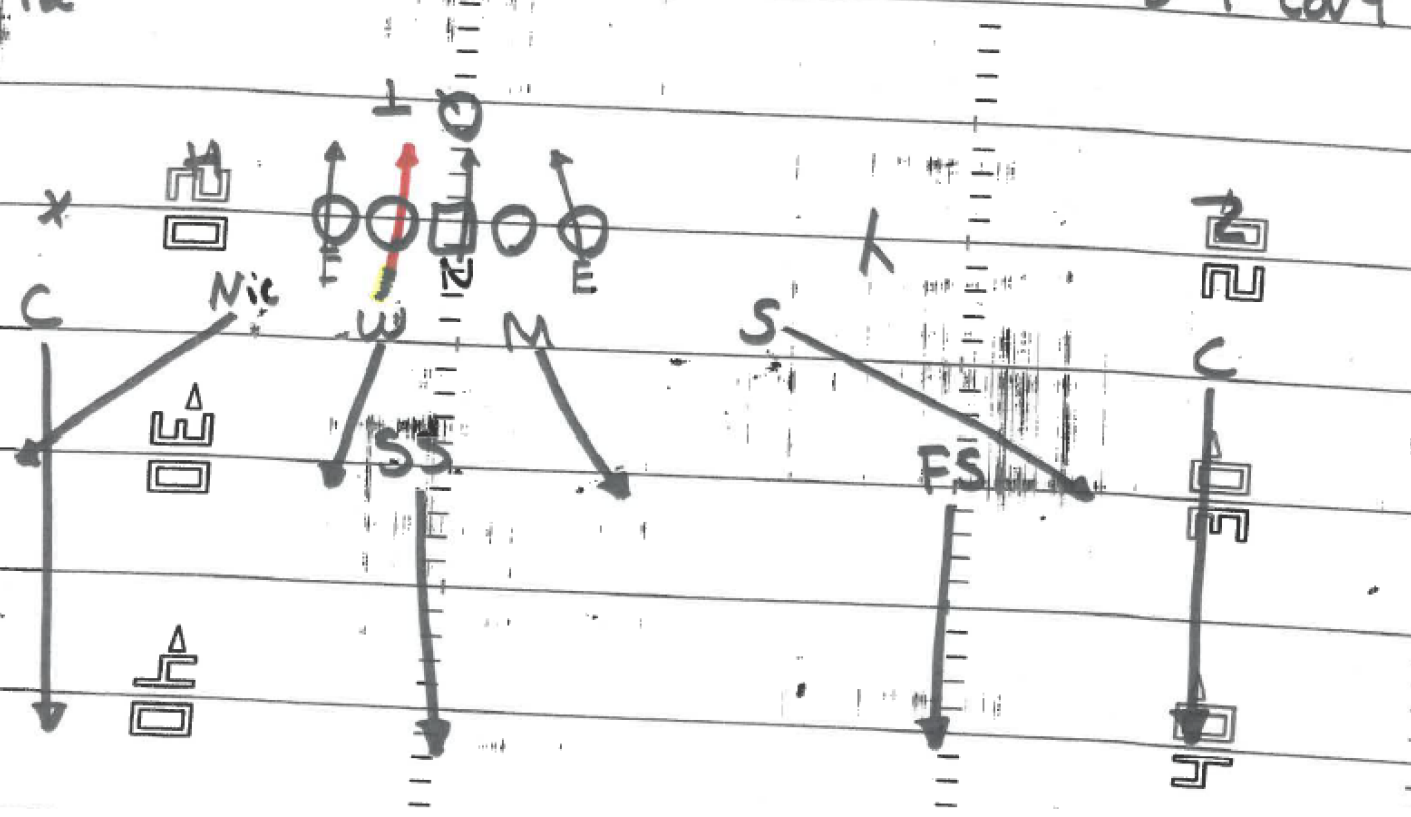
Doubles LT 60 Caddy

3-4 Cov 4



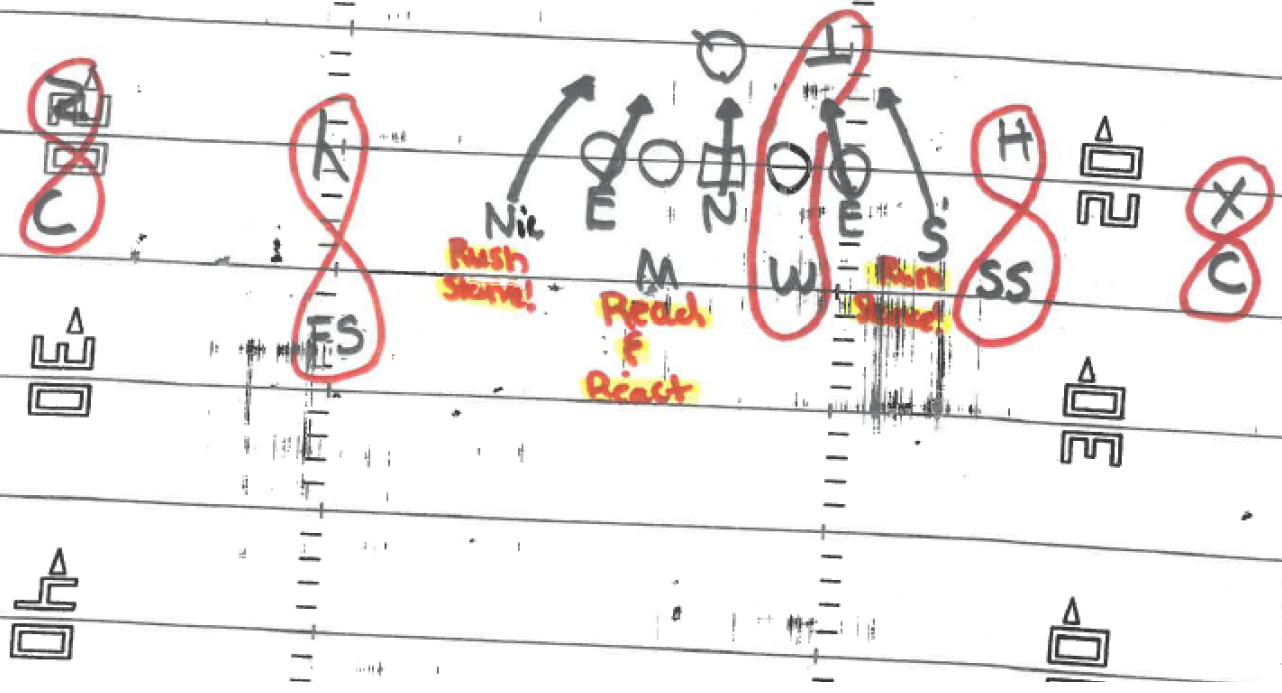
Doubles LT 61 Marker

3-4 Cov 4



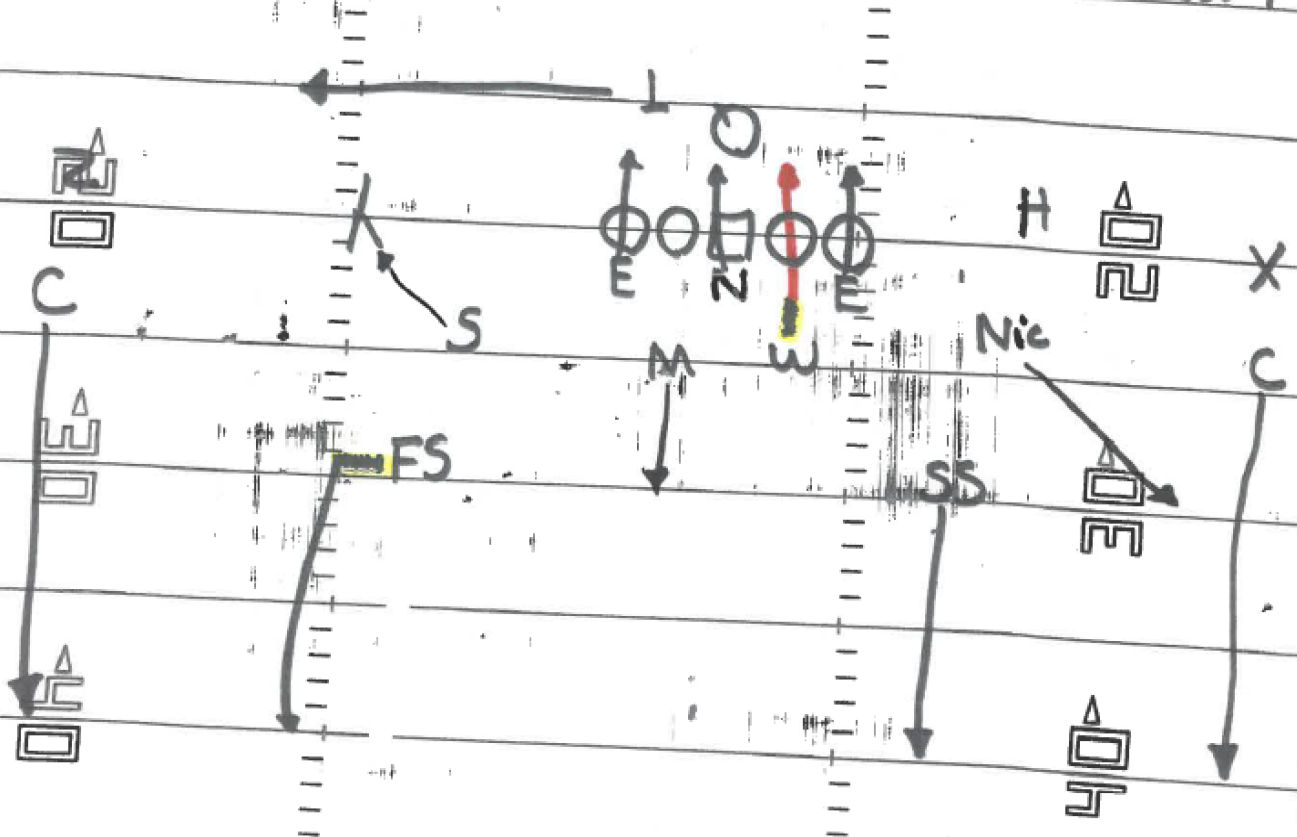
6 Doubles RT 50 Mesh

3-4 Cov1



2 Doubles RT Free key 3 Laser

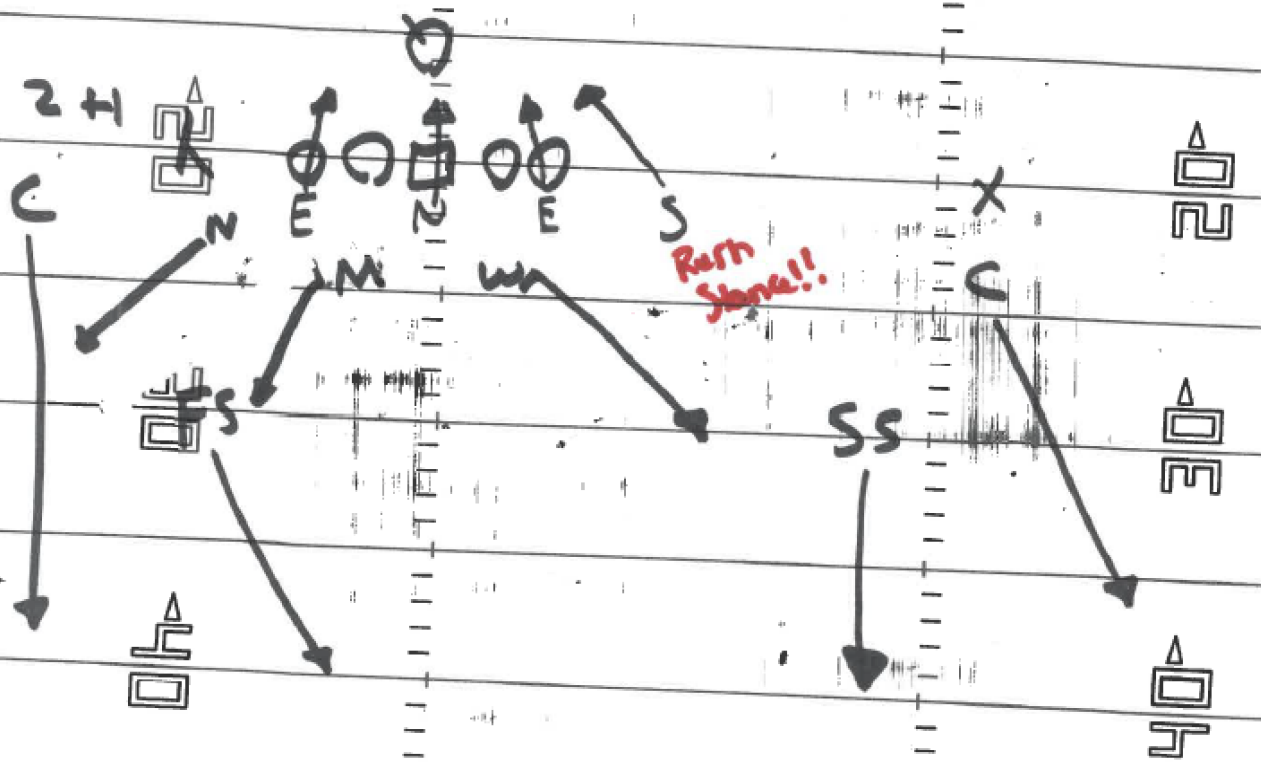
3-4 Cov4



irio RT Daytona

3-2 Cav4

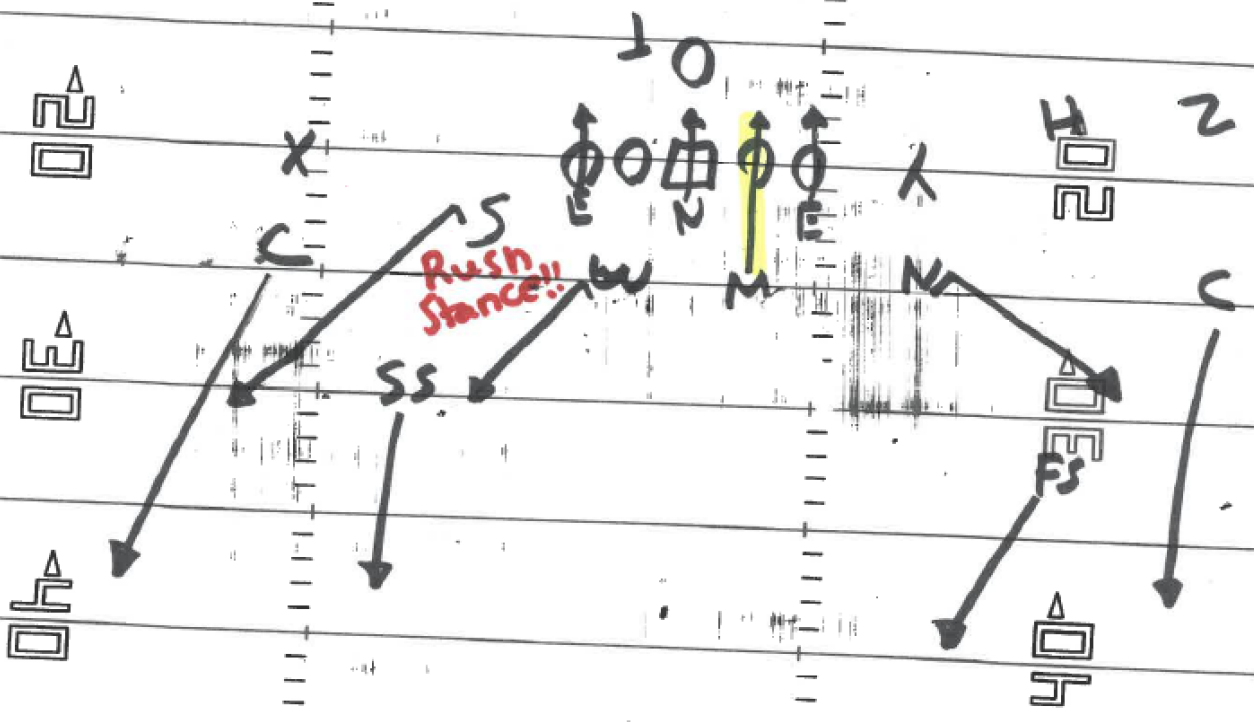
18



irio LT 51 Exxen

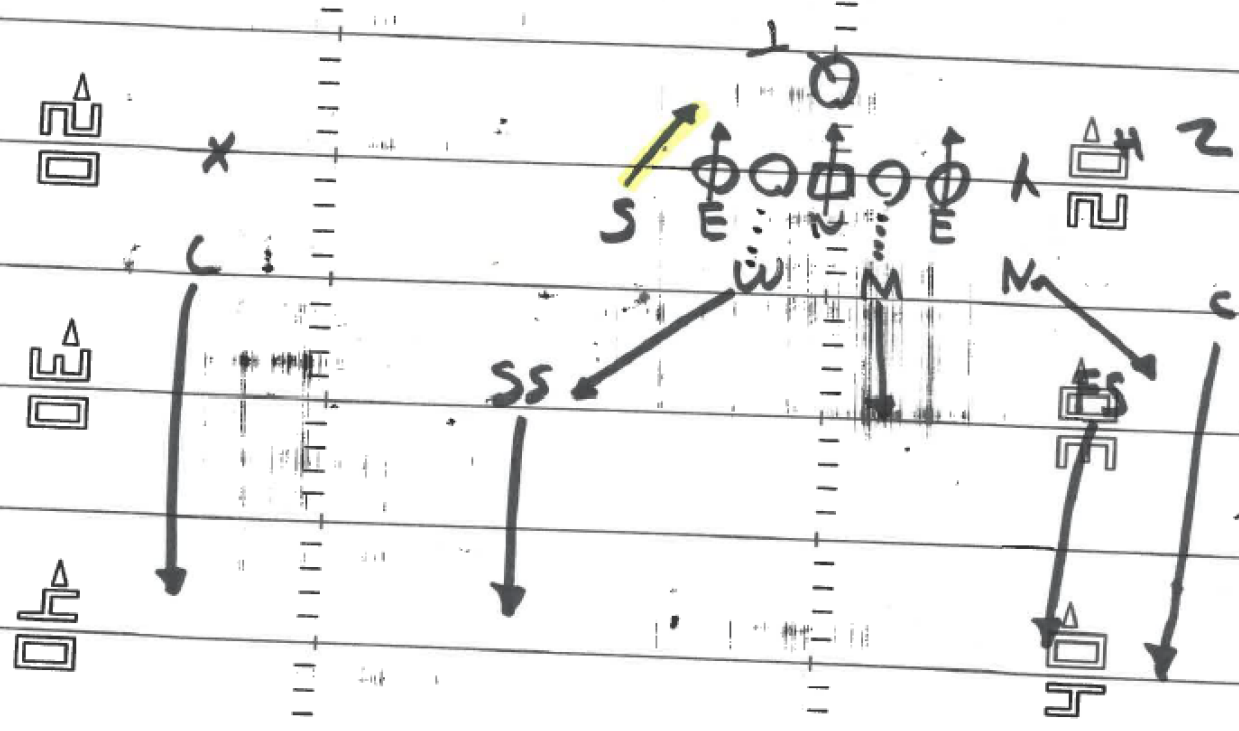
3-2 Cav4

16



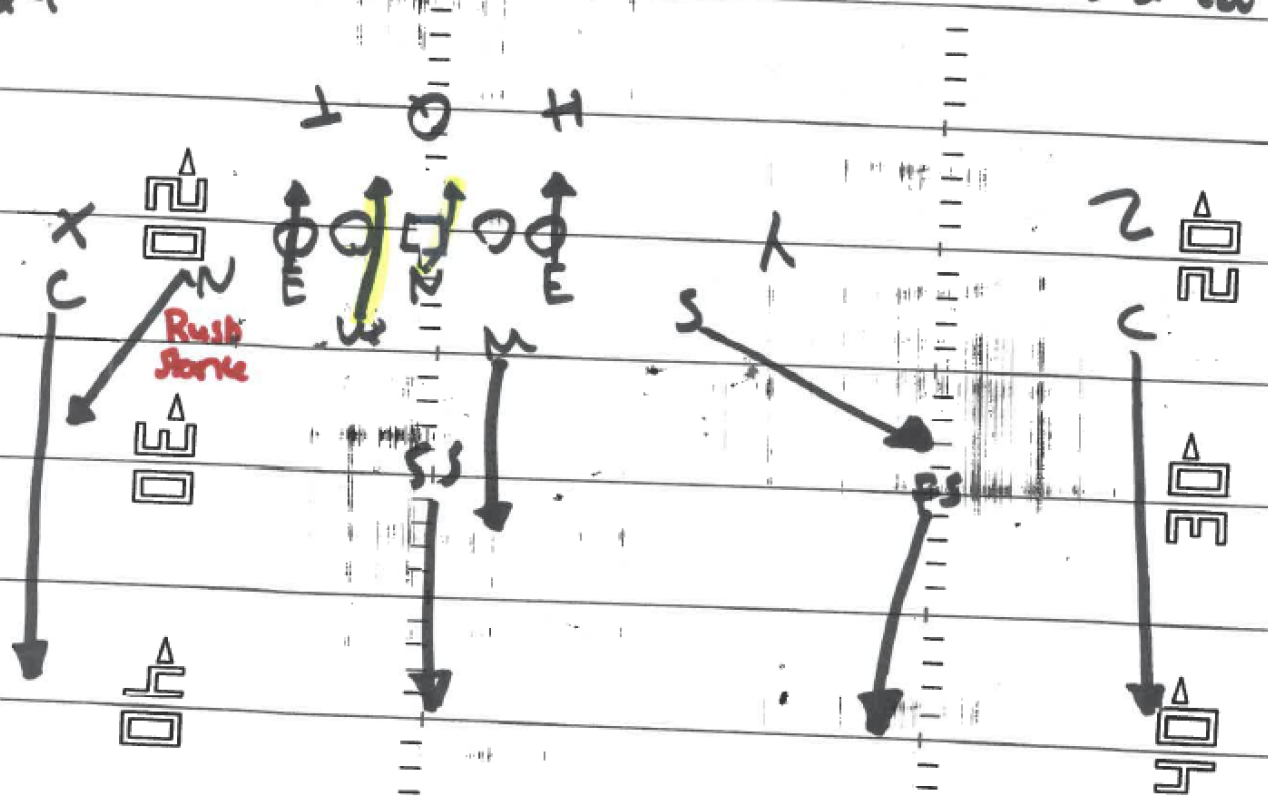
13 Trio LT 10 Stick Gift

3-2 Cav 4



24 Blue 30 Flood

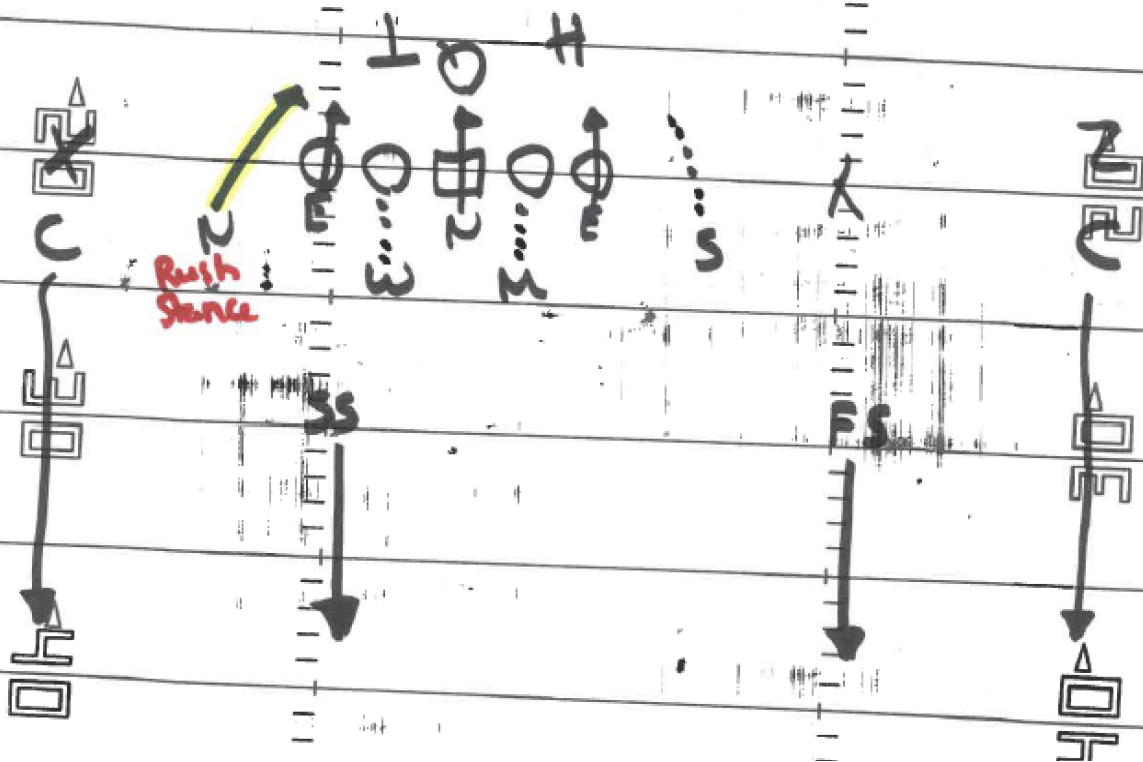
3-2 Cav 4



Blue 15 Key 2 Gift

23

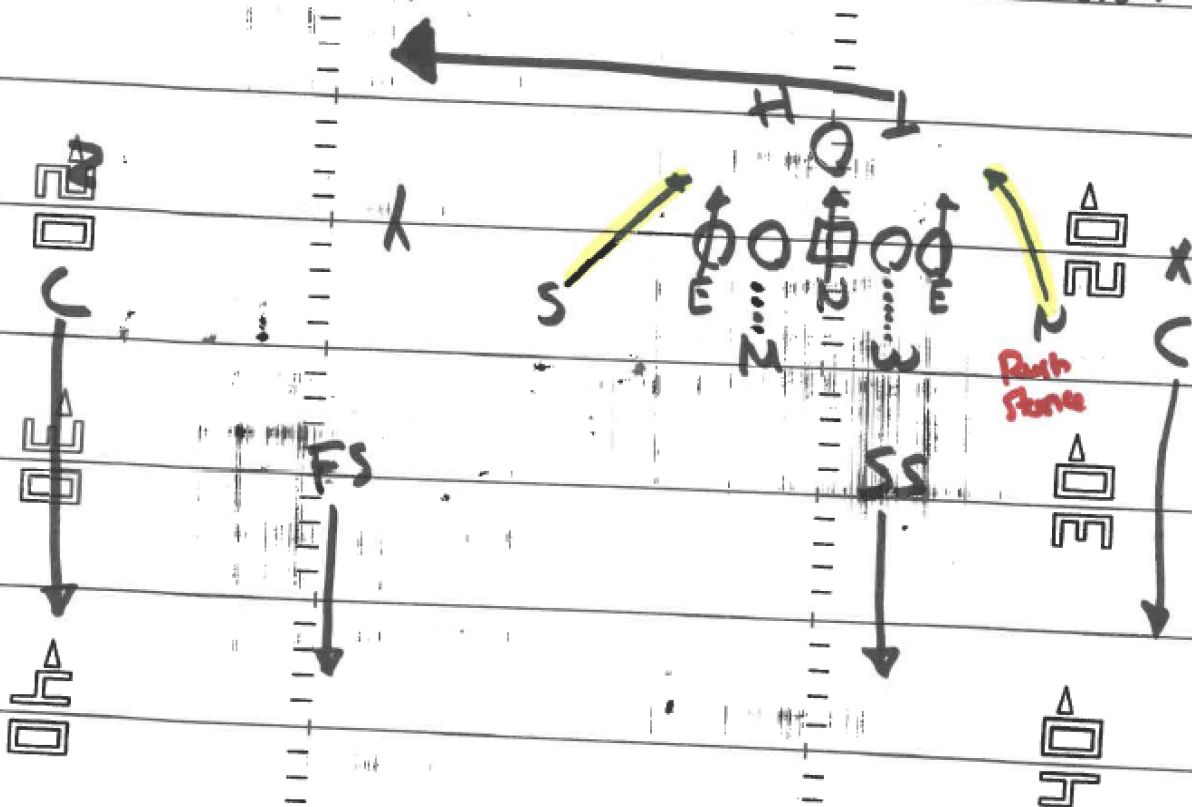
3-2 Cov 4



Green Tear 17 Key 3 Gift

21

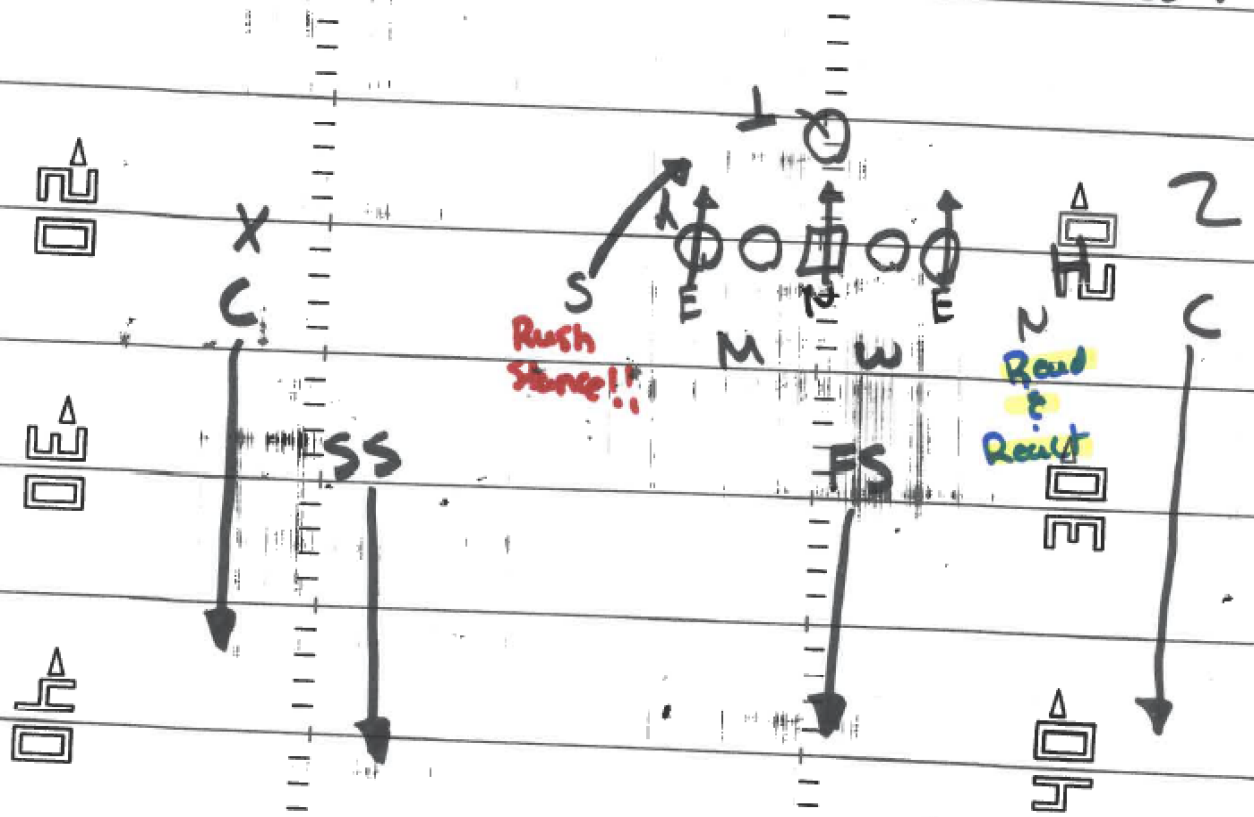
3-2 Cov 4



Queen LT 14 Key 2 Gift

3-2 Cov 4

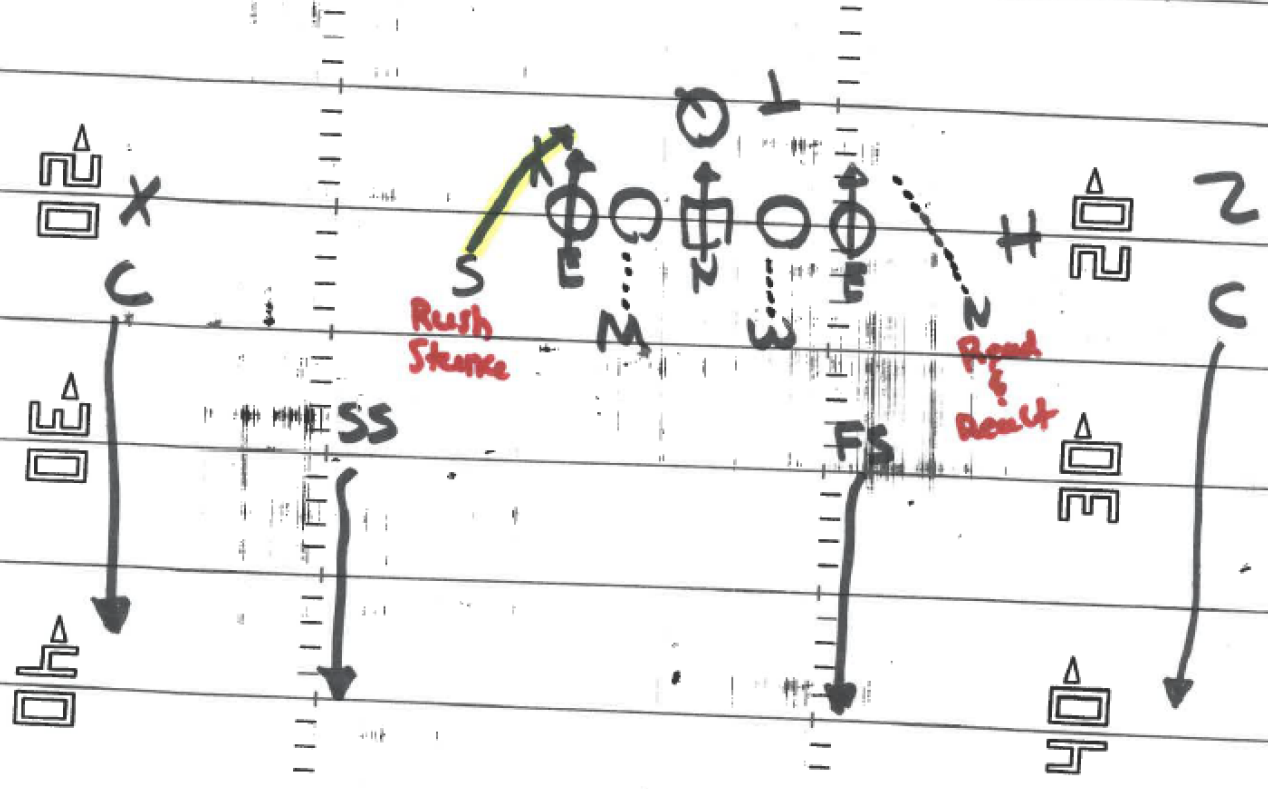
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Queen LT Bears Hat Nickel

3-2 Cov 4

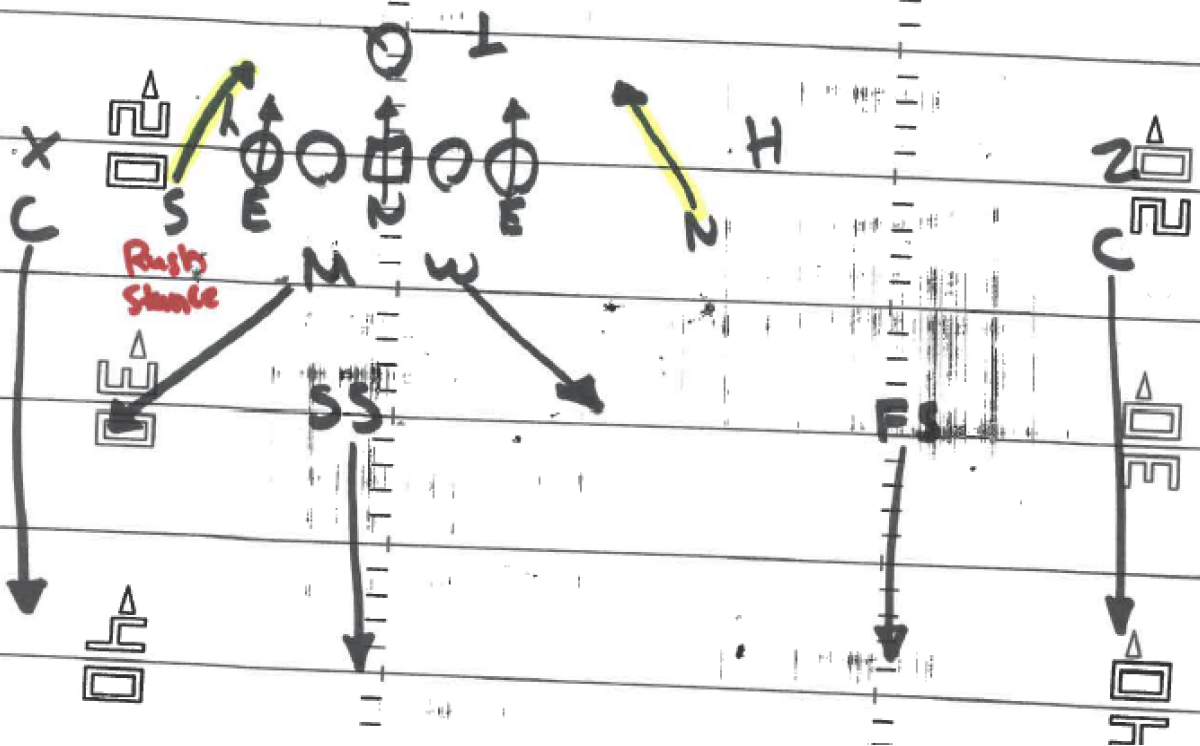
26



Queen LT 60 Caddy

30

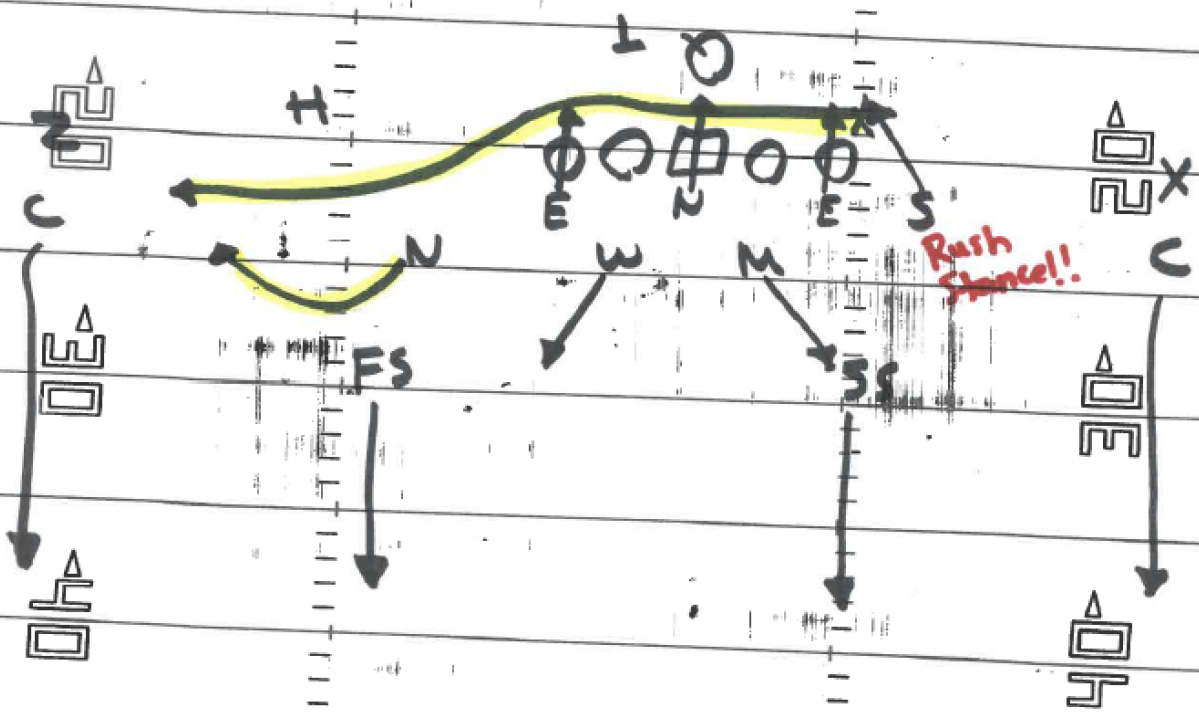
3-2 Cav 4



Queen RT 31 Flood

28

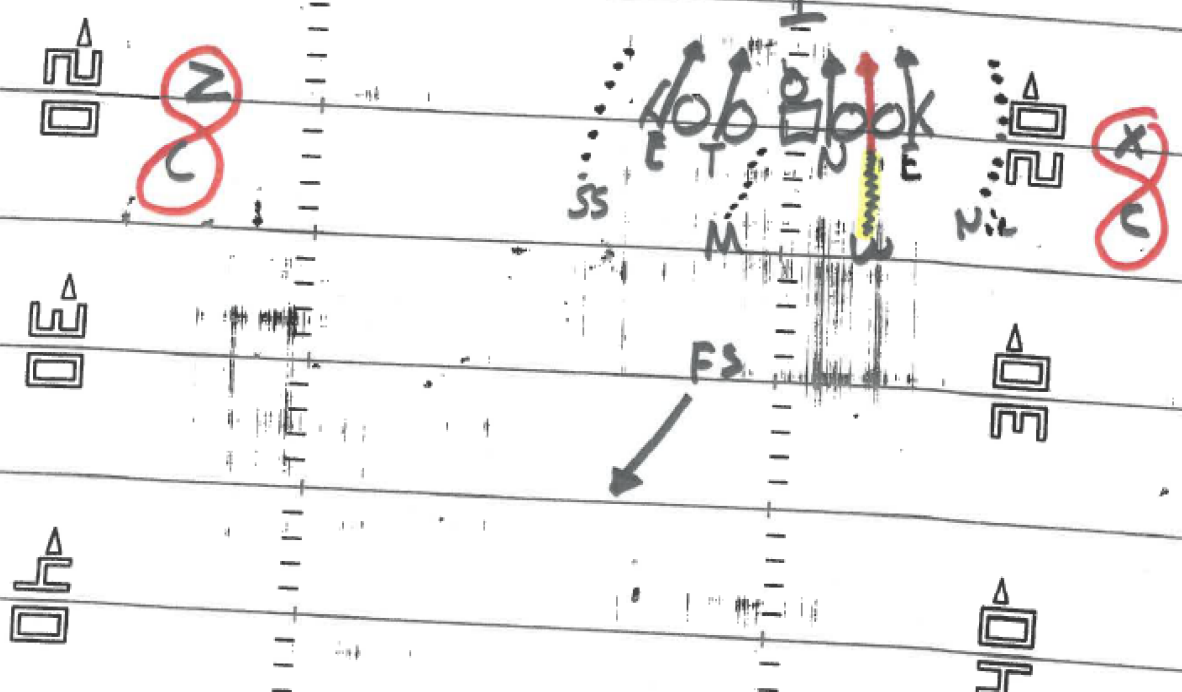
3-2 Cav 4



Duce RT 15

13

4-2 Over Cov 1



Duce RT 31 Naked

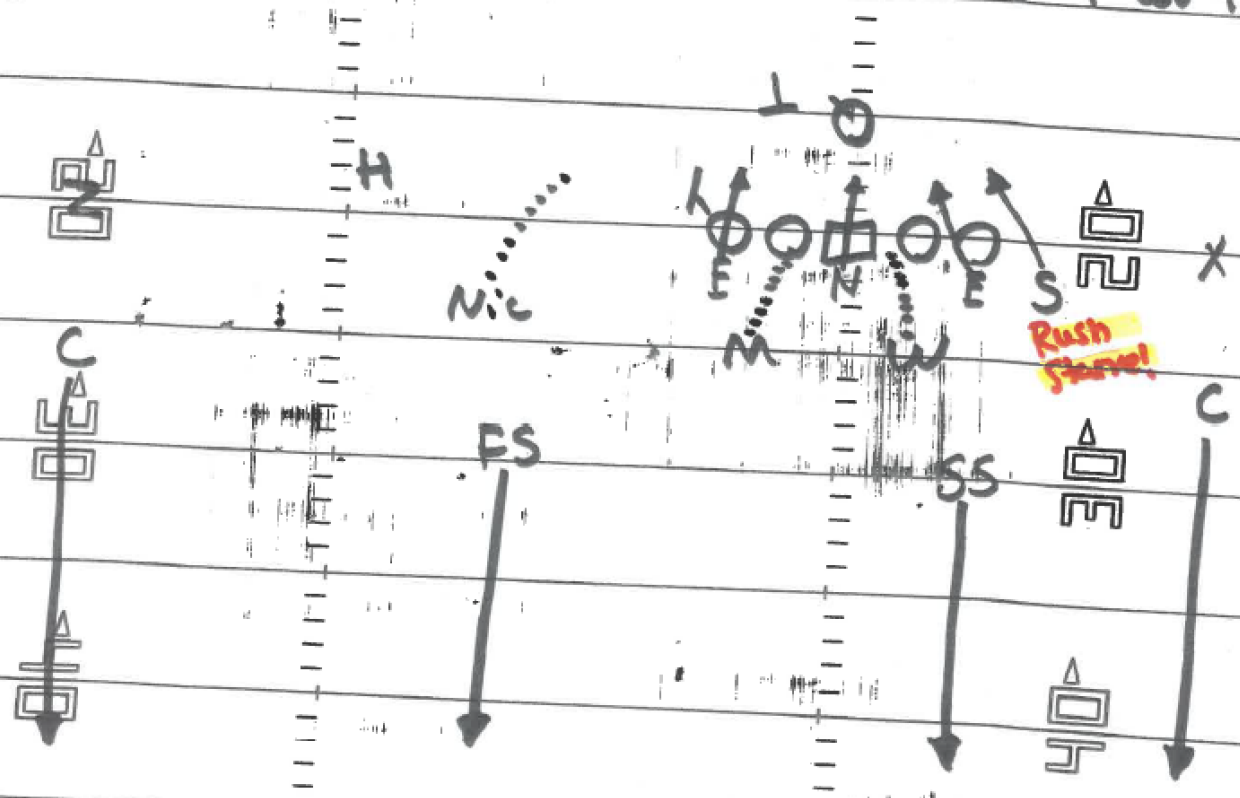
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4-2 Over Cov 1



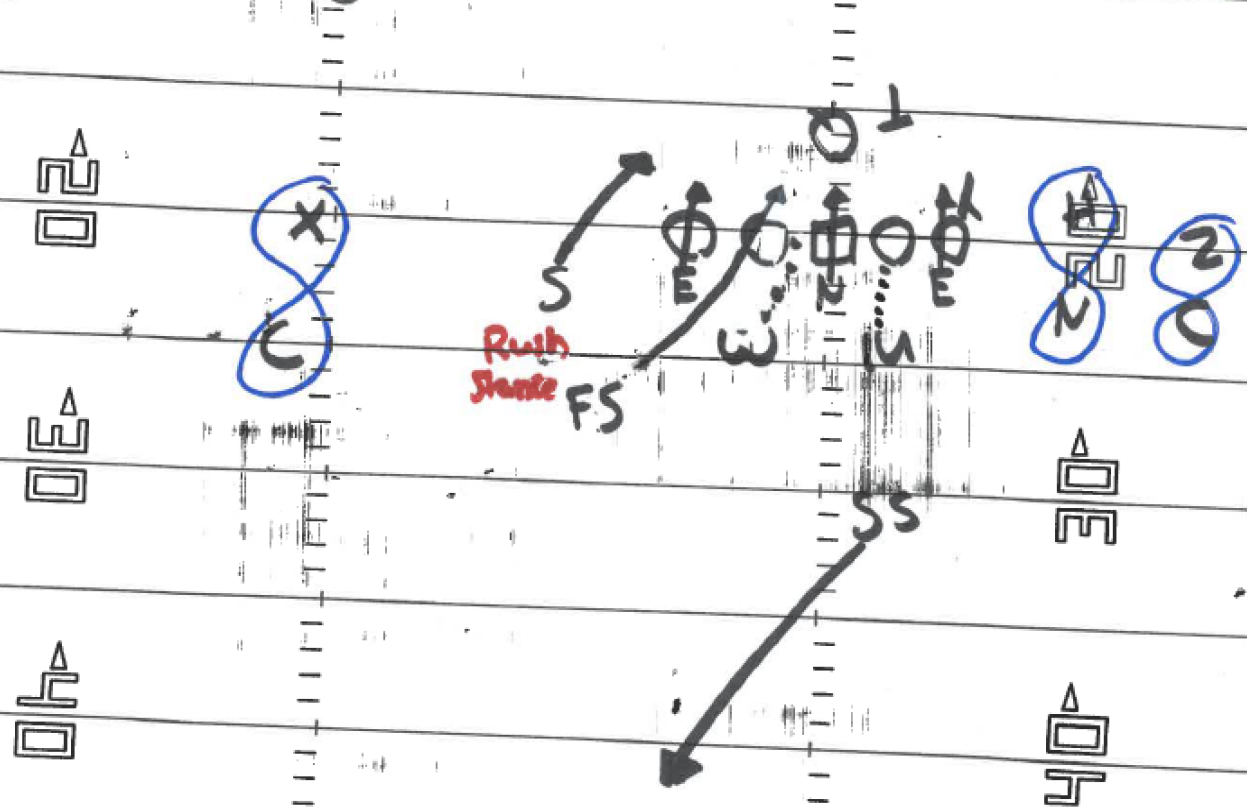
King RT 26 Power Block

3-4 Cov 4



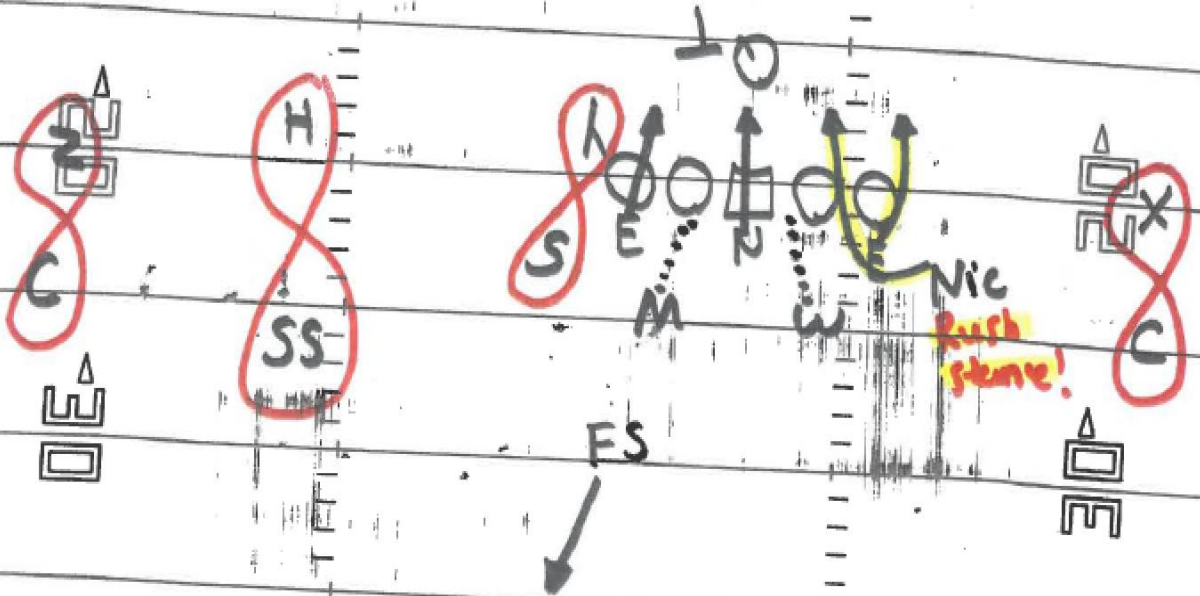
King LT 16 Fungo Gift

3-2 Cov 1



King RT 17 Fungo

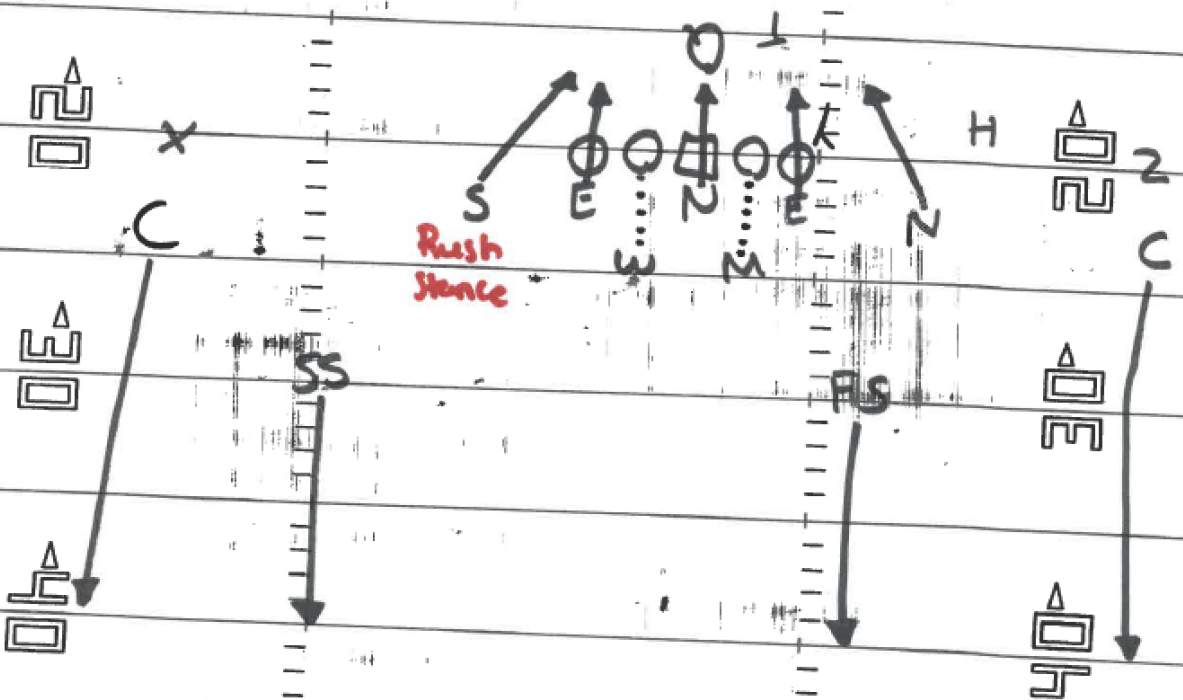
3-4 Cov1



A

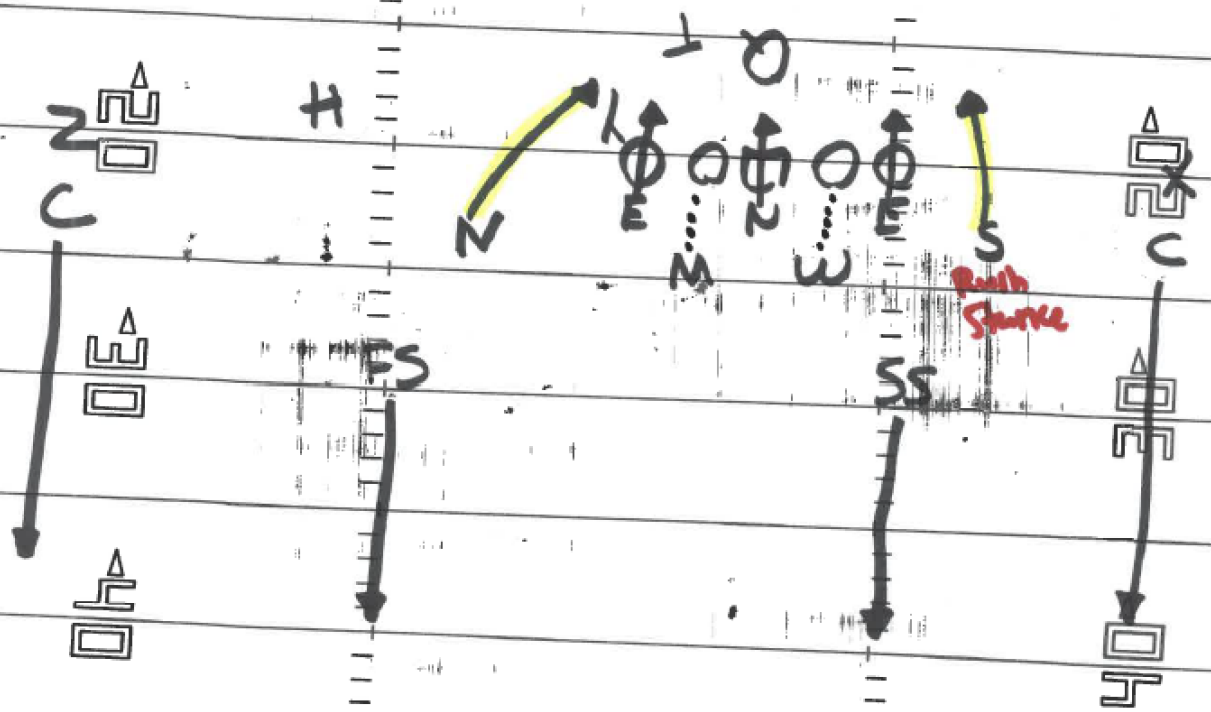
King LT Cali Hot Fungo H Pop

3-2 Cov4



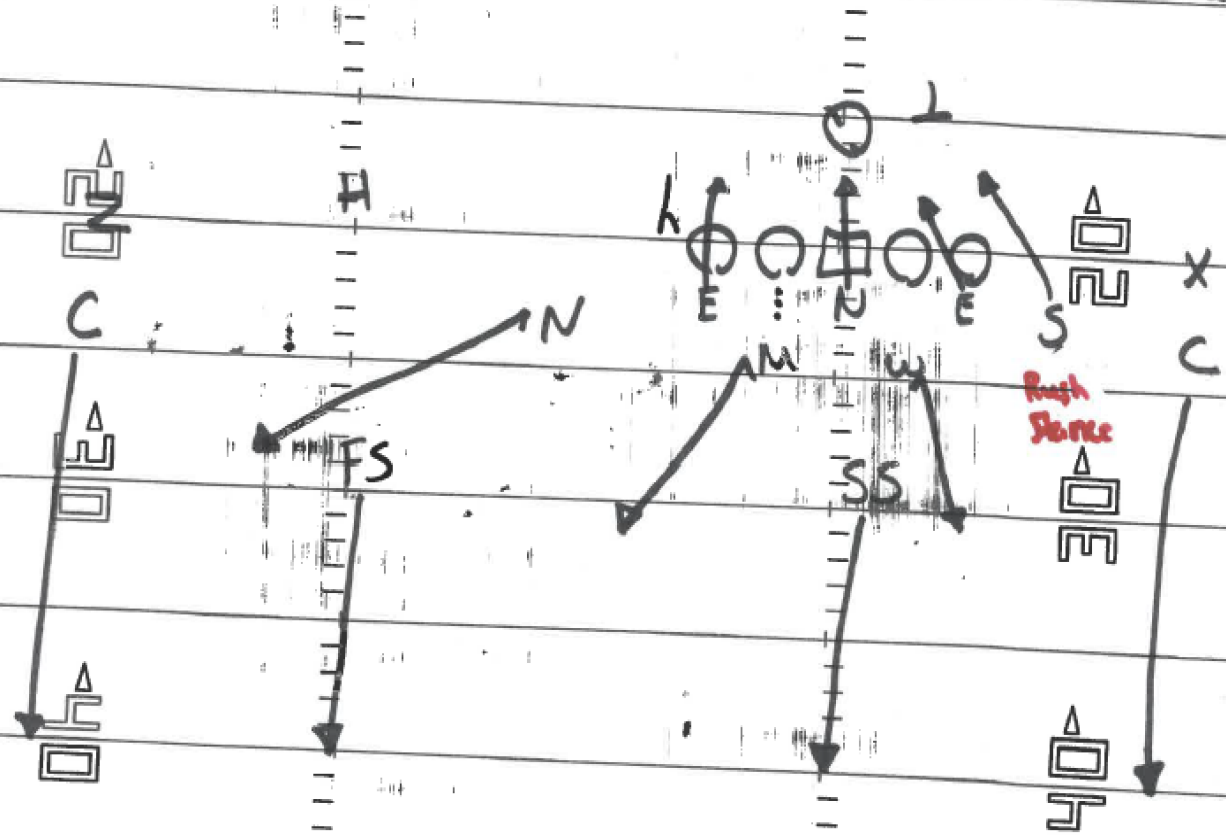
King RT 28 Power Key 2 Gift

3-2 Ca 4



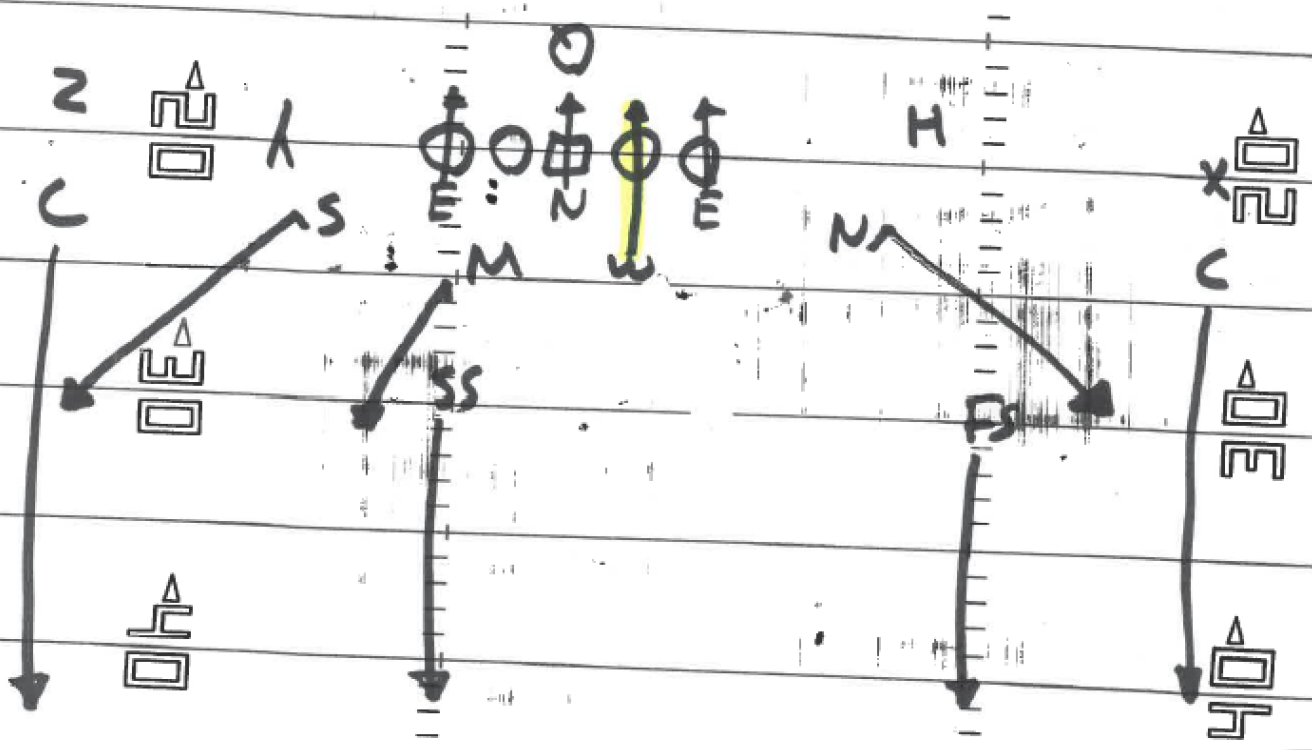
King RT Ghost 60 Lock 2

3-2 Ca 4



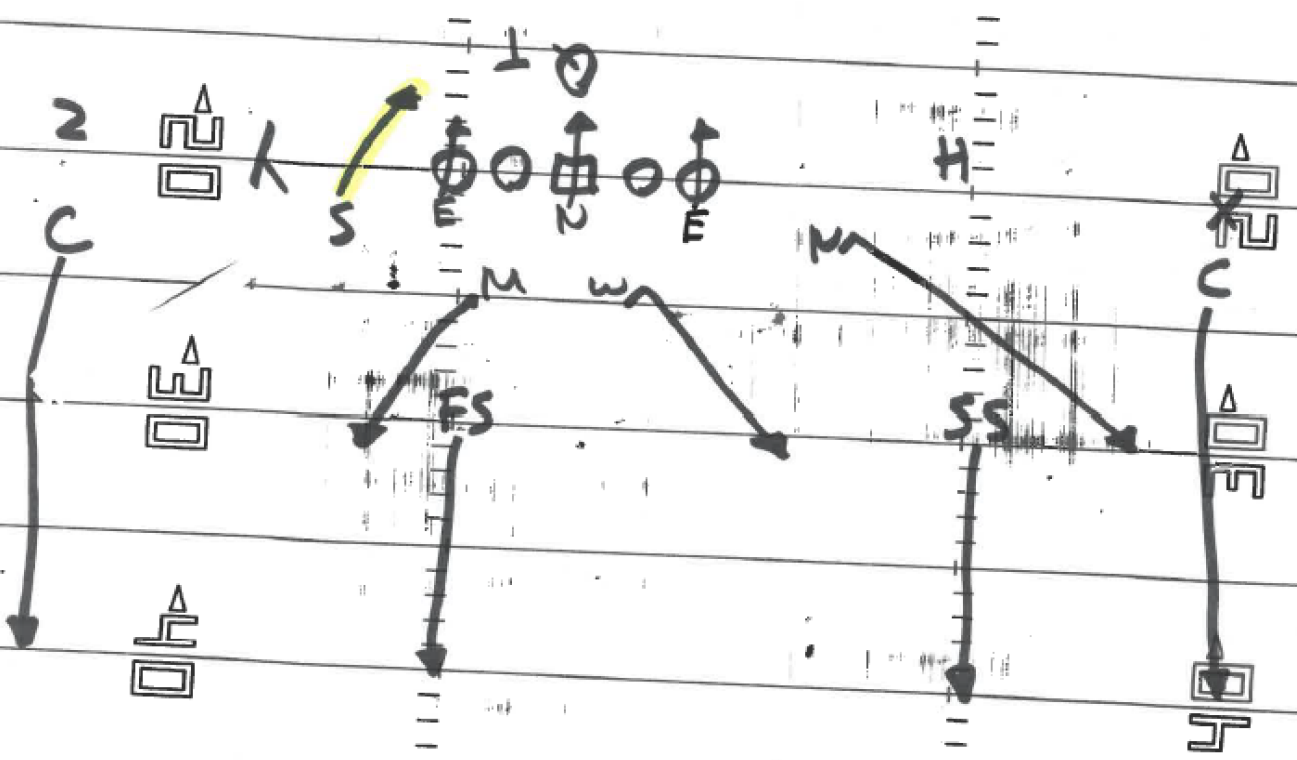
12 Doubles RT Benz Linda

3-2 Cav4



11 Doubles RT G1 Honda

3-2 Cav4





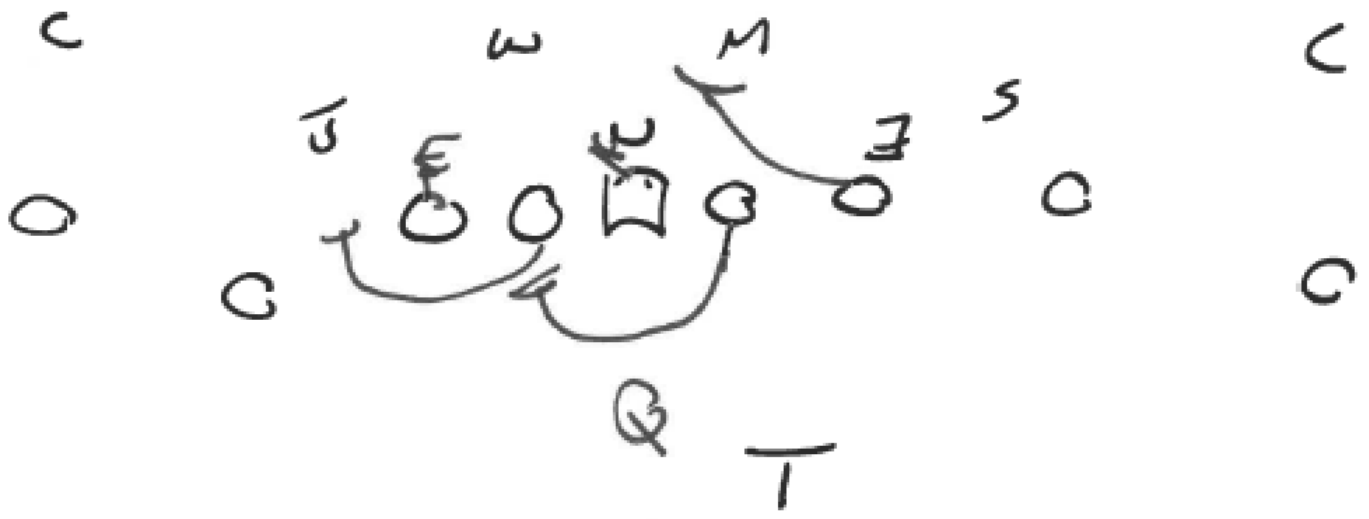
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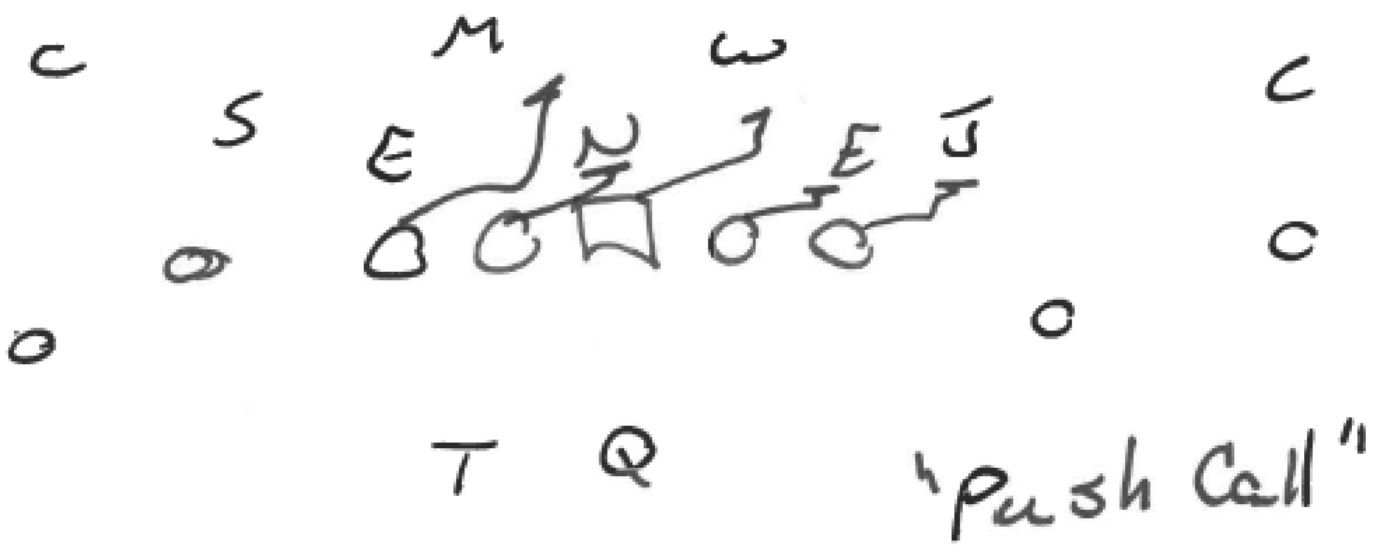


RUN GAME

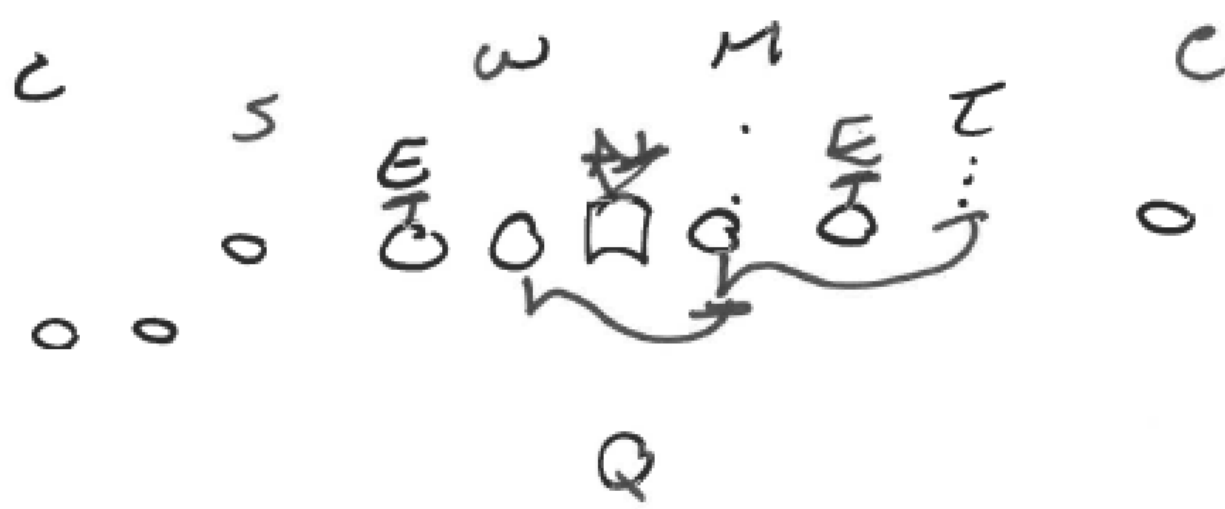
5/3 DBLS 5/3 17



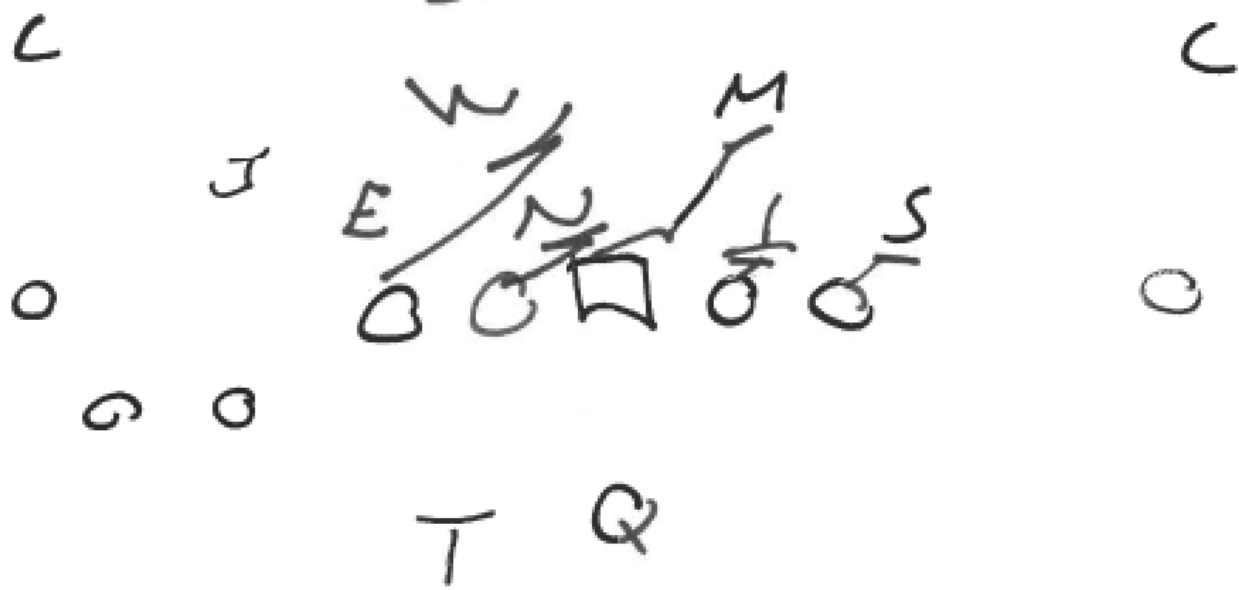
5/3 DBLS 5/3 12



s/s TRIO F/S Calc HOT



s/s TRIO F/S 12



S/S

Trio

F/S

IG

C

N

W

M

C

O O

O



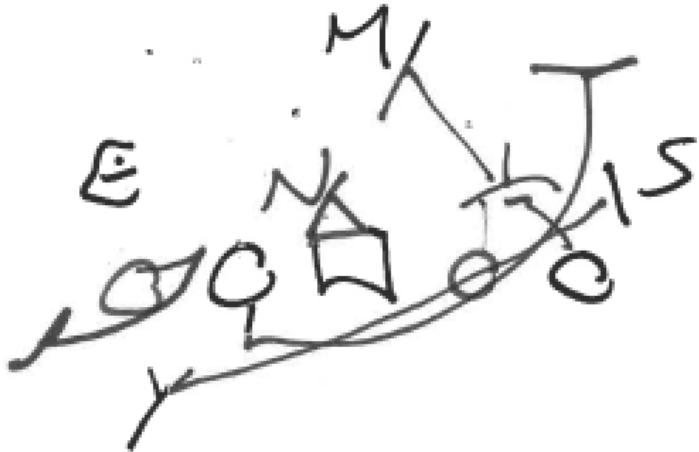
O

Q

T

Queen RT

26 Counter



Q

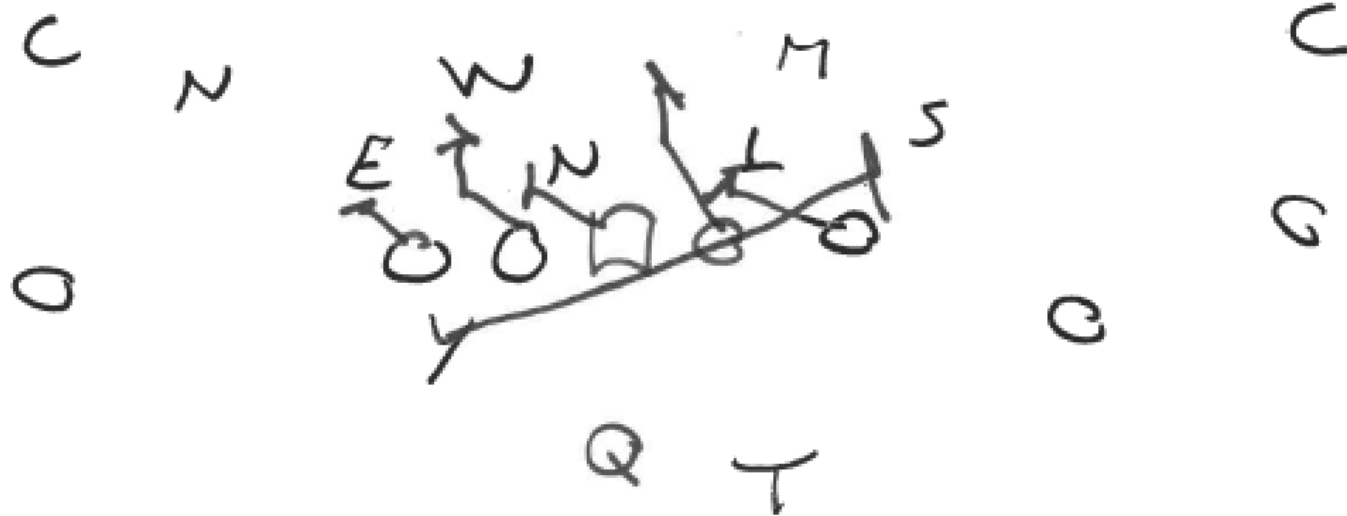
T

Queen

4/3

s/s

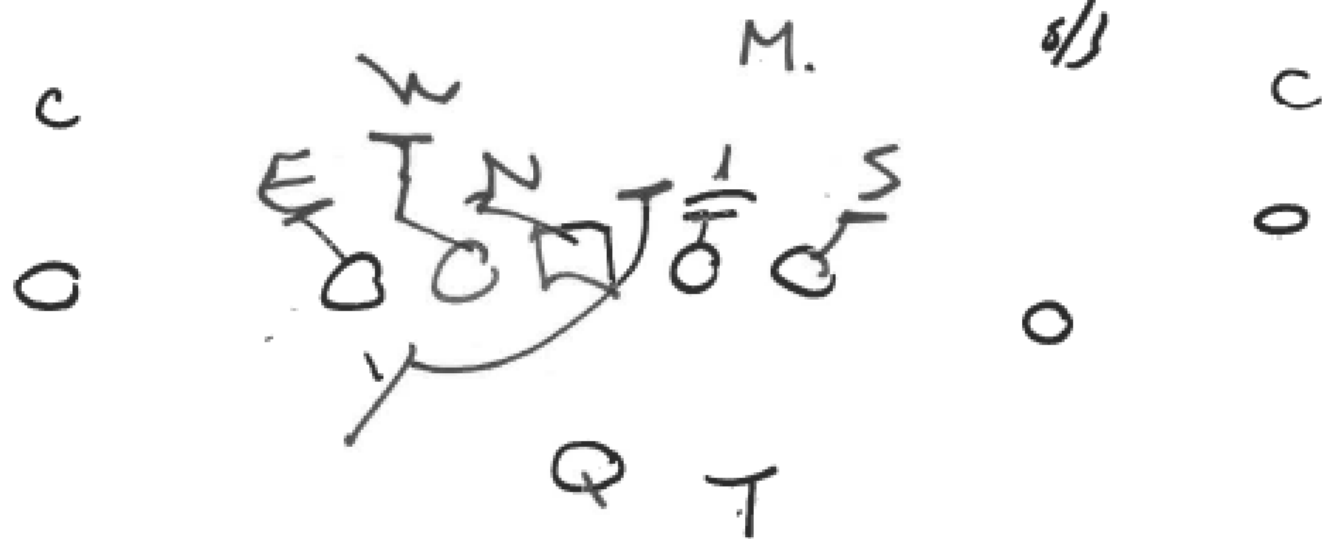
15



Queen

f/s

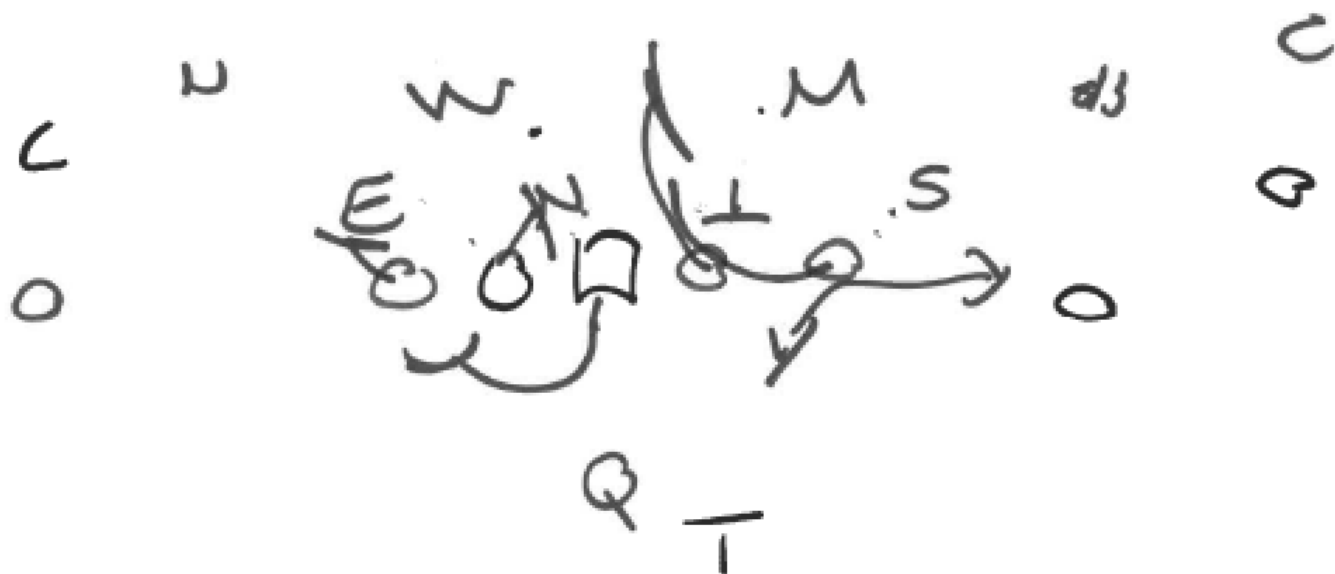
Bears Cold



King

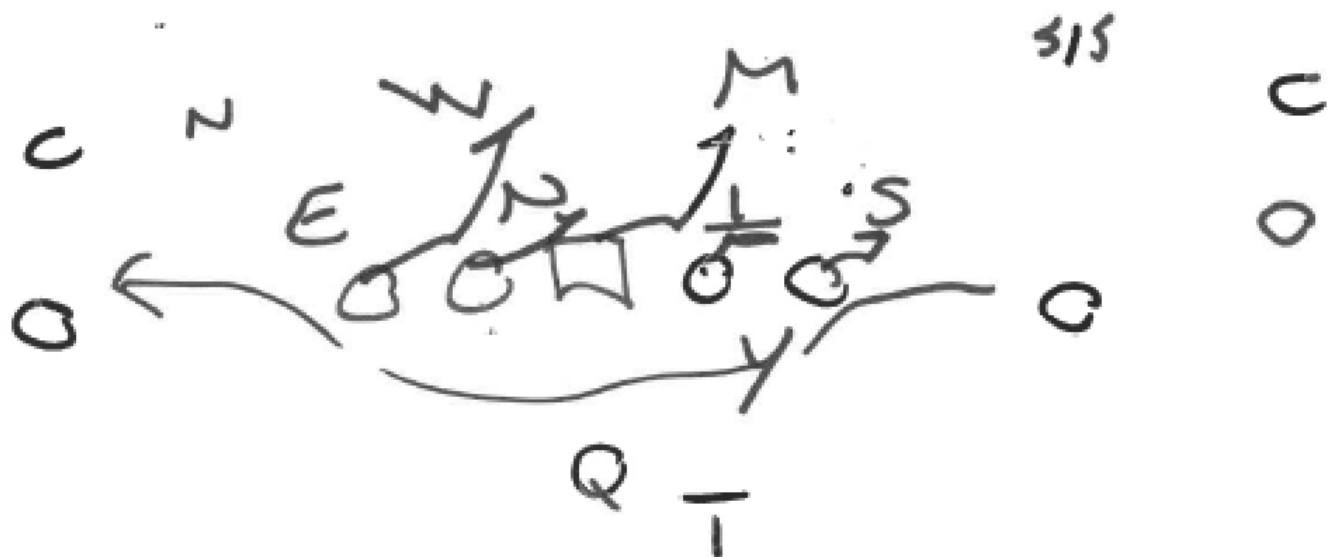
E/S

17 EUNGO



E/S

12 EUNGO

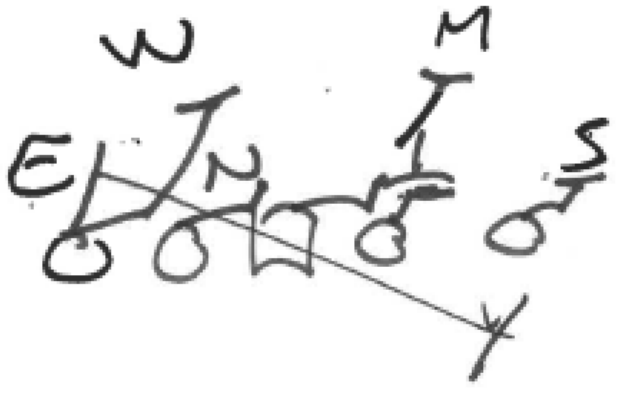


King

F/S

14

C
O



S/S

C

O

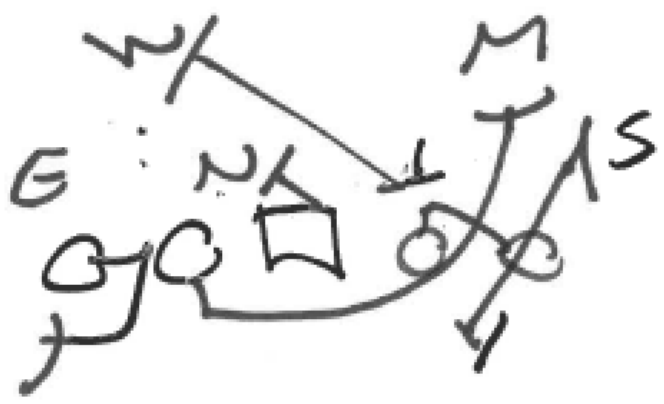
Q

King

F/S

28 Power

C
O

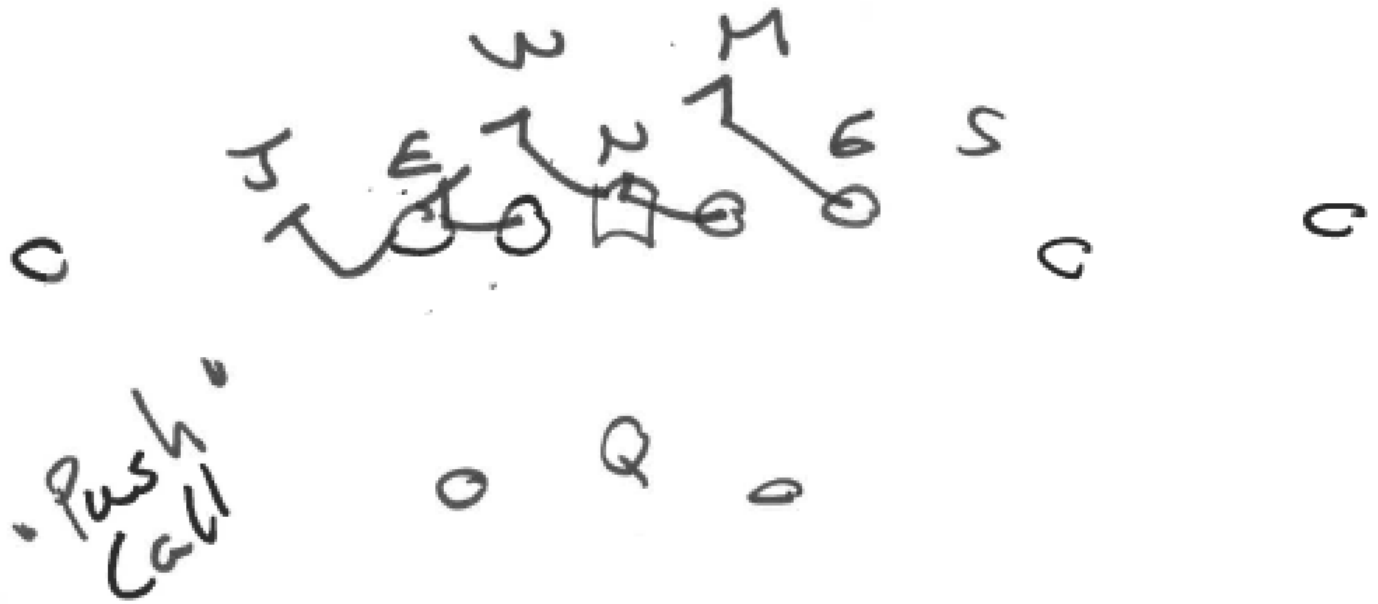


O

Q

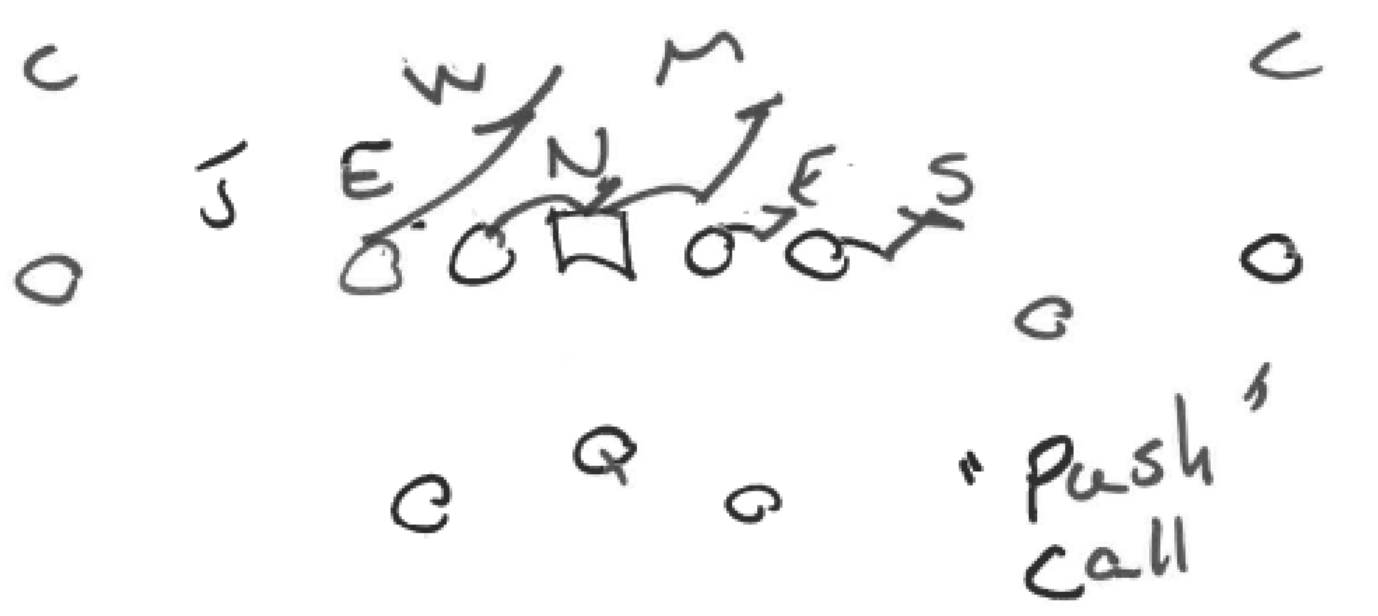
Green

13



Green E/S

S/S 16



Duress (12)

14



- 1 0



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Protections

Dbls

3-4

50

F1s

S/S

C

B

M

OUT

C

O

w

E

2

E S

O

O

O

T

O

F1s

3-4

S/S

50

C

B

M

OUT

C

O

w

E

2

E R

O

O

O

T

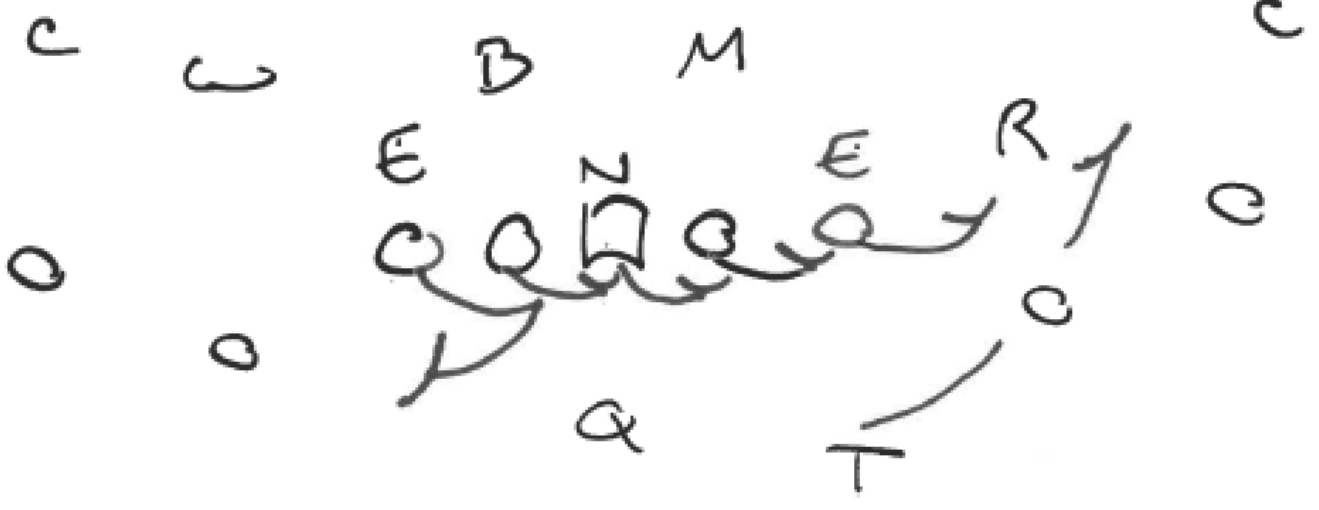
O

3-4

Race

f/s

s/s

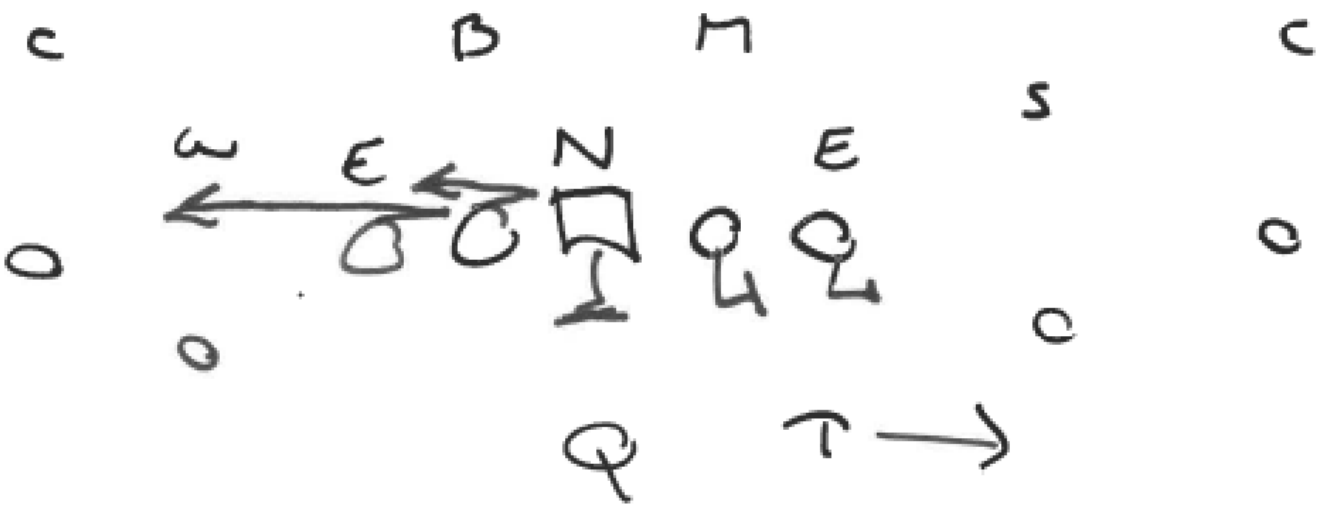


3-4

60 Laser

f/s

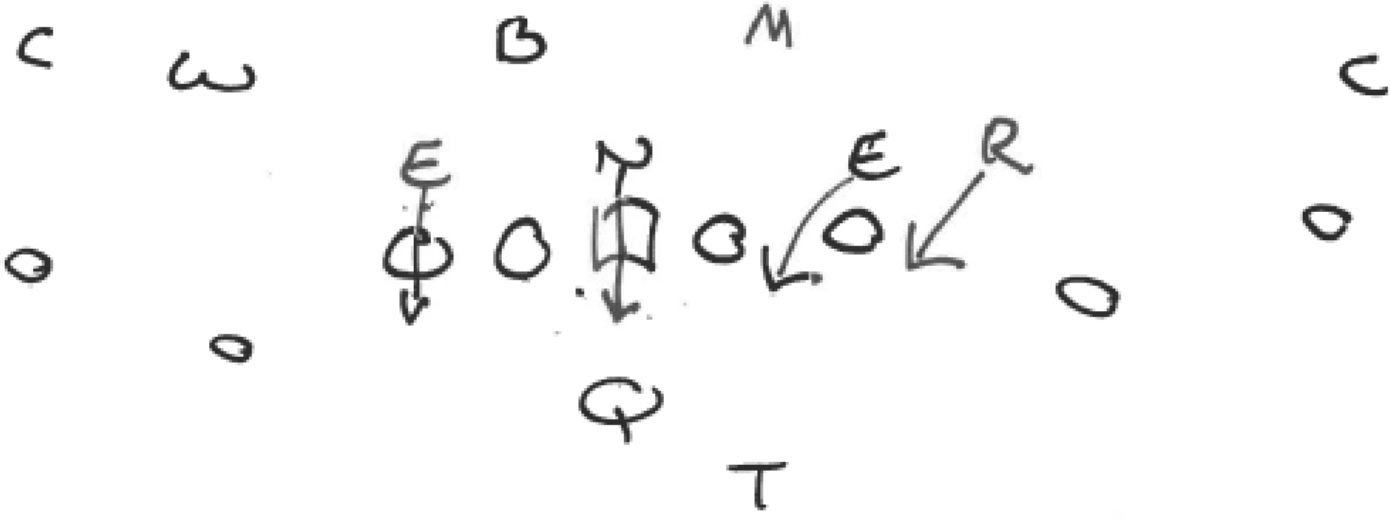
s/s



f/s

s/s

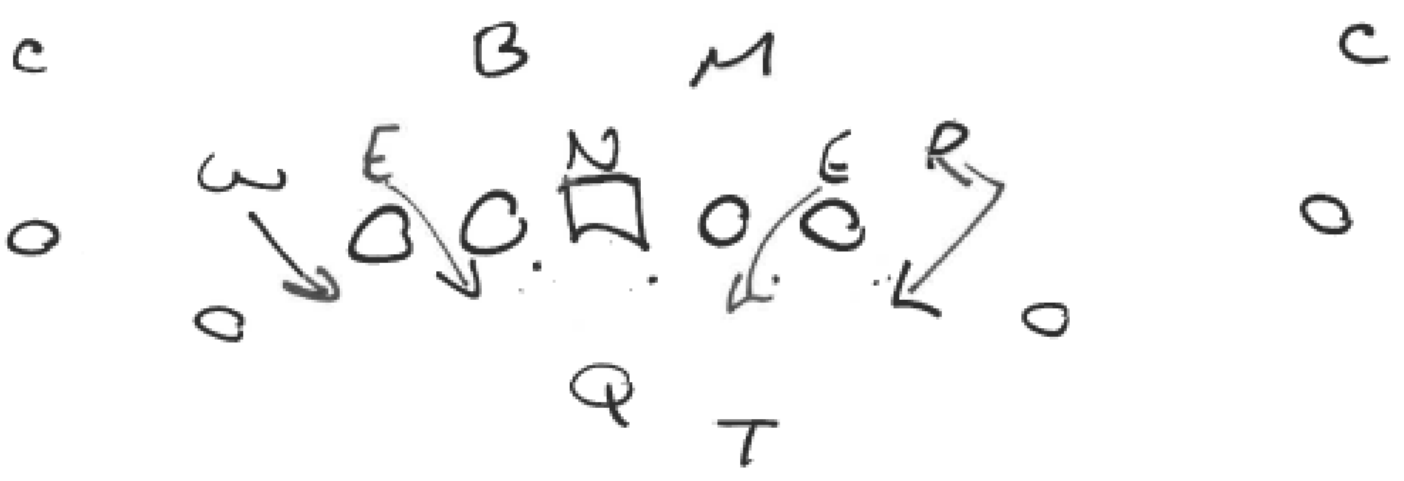
61



f/s

s/s

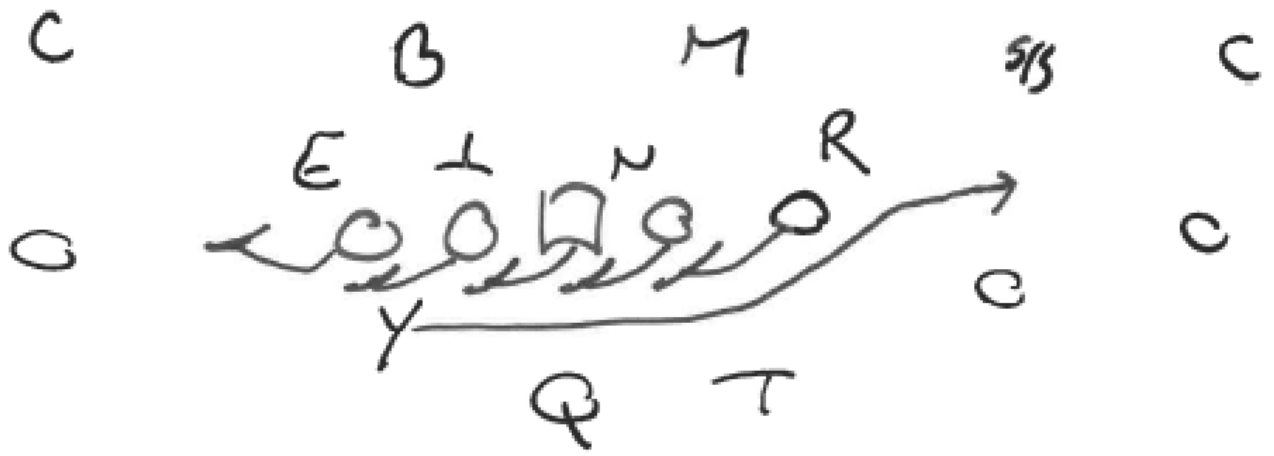
60



Queen

Ets

31 Flood





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DECEPTIVES



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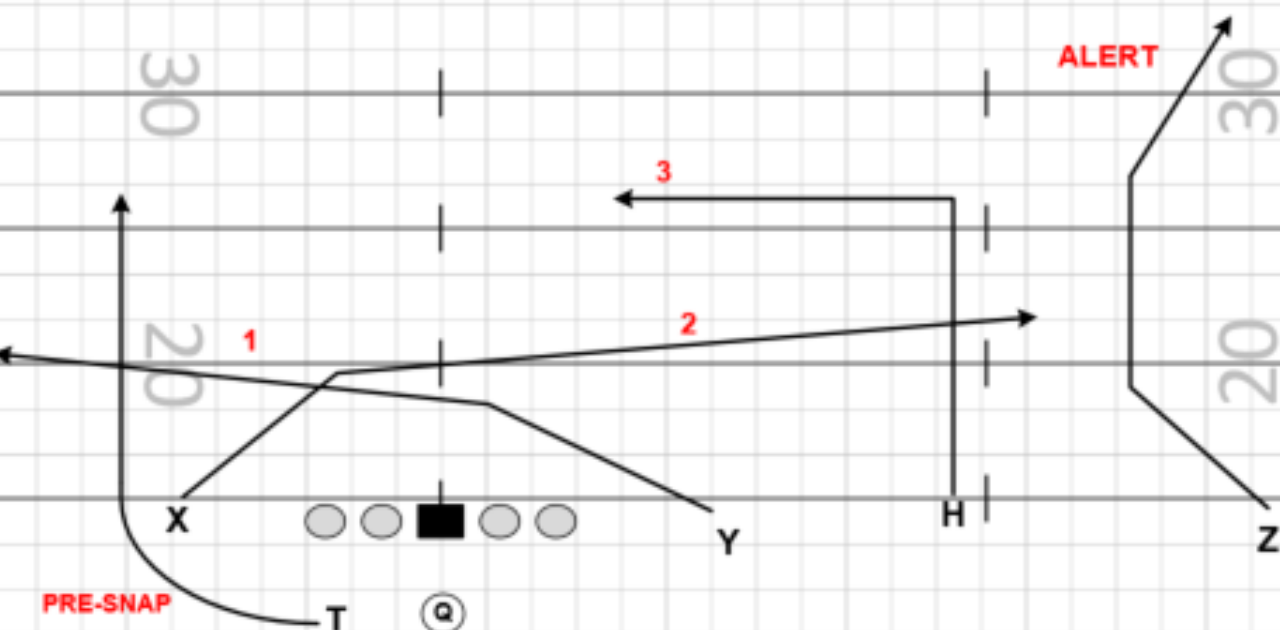
FOOTBALL



NEW

PASS PLAYS

TRIO RT (50) MERCEDES



FAMILY: **HORIZONTAL**

CONCEPT: **MERCEDES**

NARROW: **WILL**

FORMATIONS: **TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PRE-SNAP T / Y / X / H**

ALERT: **Z CIRCUS / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	CIRCUS ROUTE	INSIDE RELEASE TO 10-12 YDS HIGH ANGLE CORNER
X	SHALLOW CROSSER	SLAP HANDS OFF THE "MESHER"
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
Y	SHALLOW CROSSER	SET THE MESH AT 6 YDS
H	BASIC ROUTE	10 - 12 YD DIG - FIND GRASS. ASSUME 1 ST WINDOW CLOSED

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:



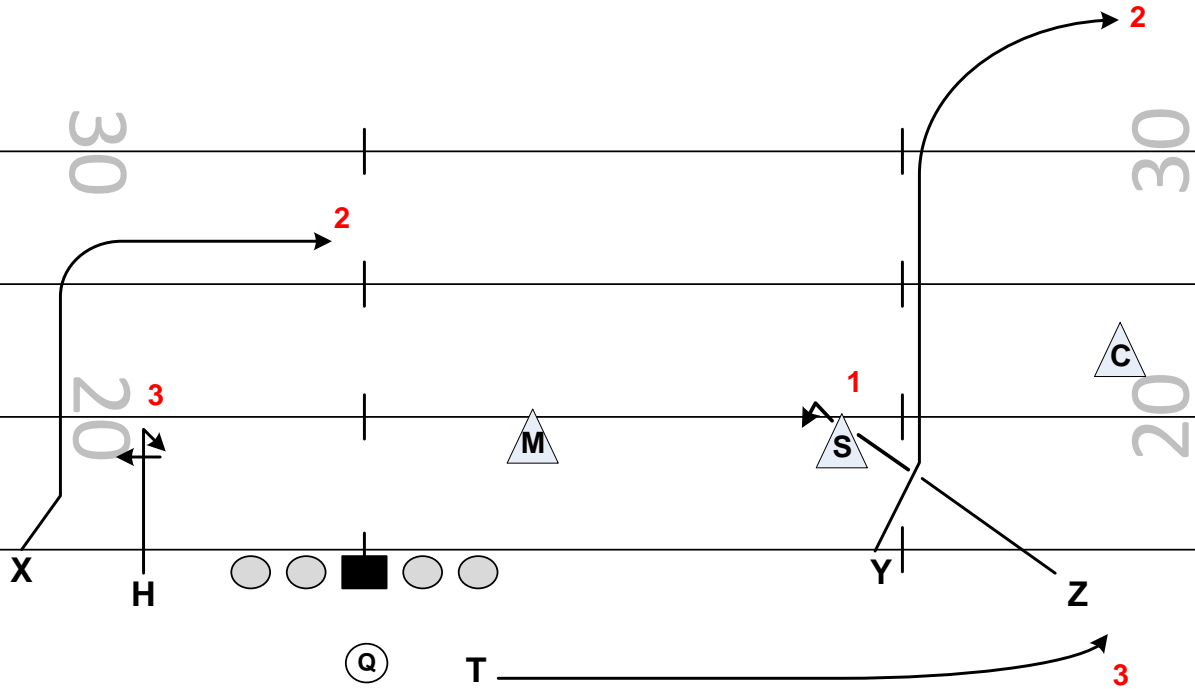
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PASS GAME

DOUBLES RT (51) CHEVRON



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS:

DOUBLE, TRIO, GREEN

PROTECTION: **50 - 51**

PROGRESSION:

PURE - Z/Y/T Z/X/H

ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	HOT SWING	5 HARD STEPS - GIVE EYES TO QB
X	SPEED DIG	LOSE 2 YDS ON RELEASE - SPEED DIG
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES

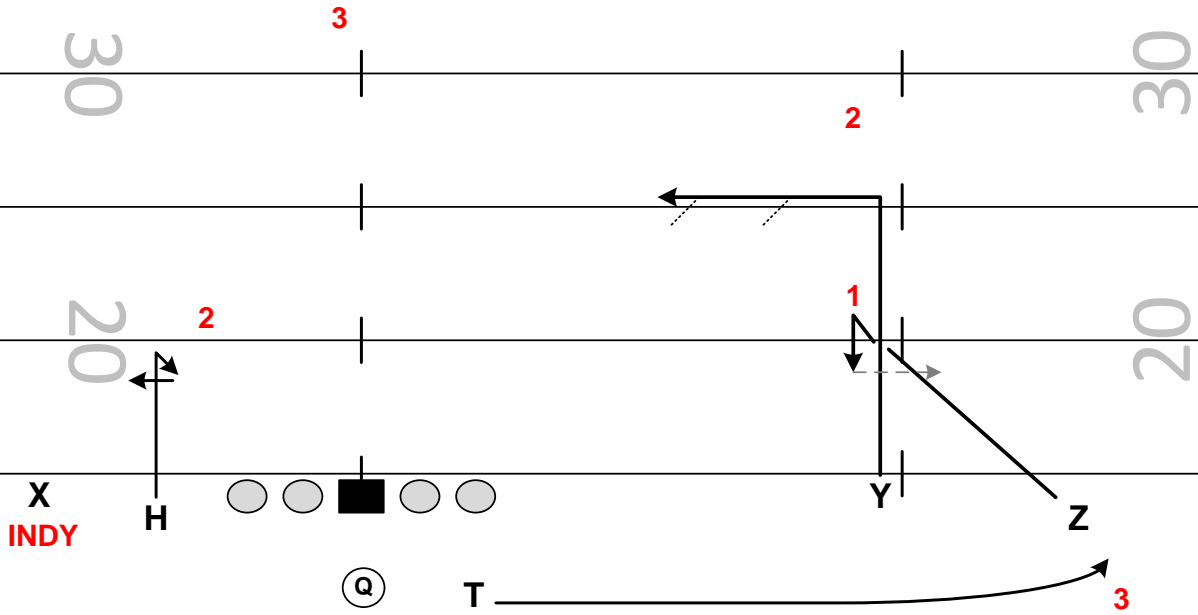
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLES RT (50) SHELL



FAMILY: **GAS STATION**

CONCEPT: **3 MAN SNAG**

NARROW

SAM

FORMATIONS: **DOUBLES/DUO/FLEET/TRIPS/TRIO**

PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z/Y/T Z/H/X**

ALERT: **HOT SWING**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	SNAG - REPLACE WHERE Y STARTED
Y	BASIC ROUTE	10 - 12 YD DIG - FIND GRASS. ASSUME 1 ST WINDOW CLOSED
T	SWING	5 HARD STEPS - GIVE EYES TO QB
H	GRAB	5 YD HITCH - PULL OUT WHEN QB GIVES EYES
X	INDY	FADE / GLANCE / DROPOUTS / STUTTER FADE

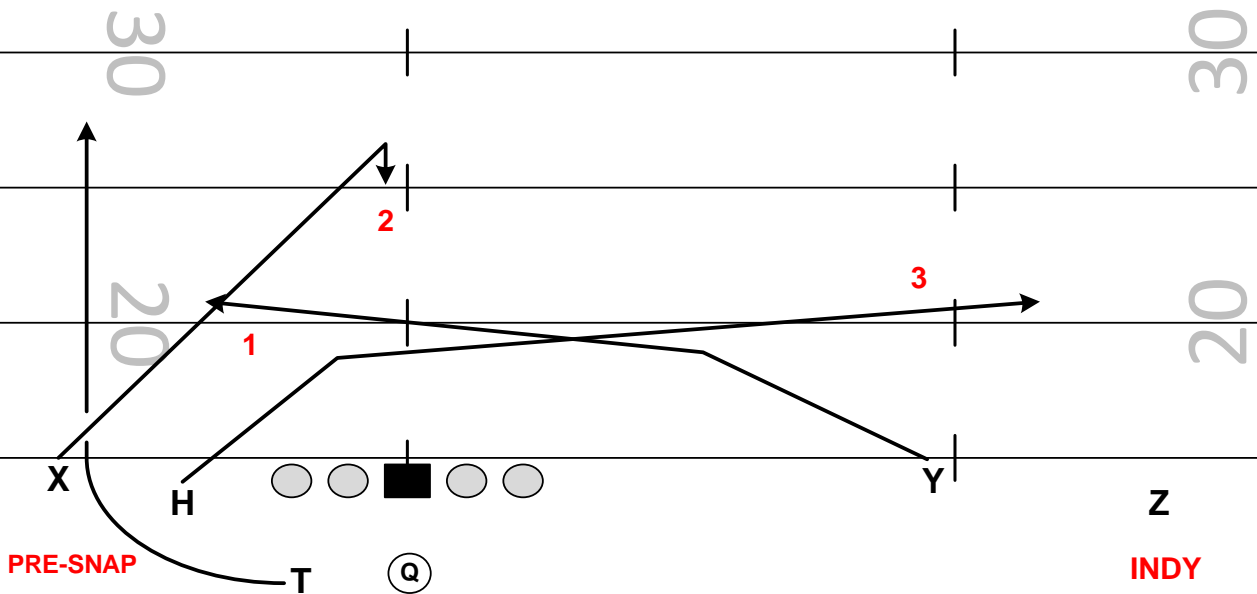
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DOUBLES RT (50) MESH



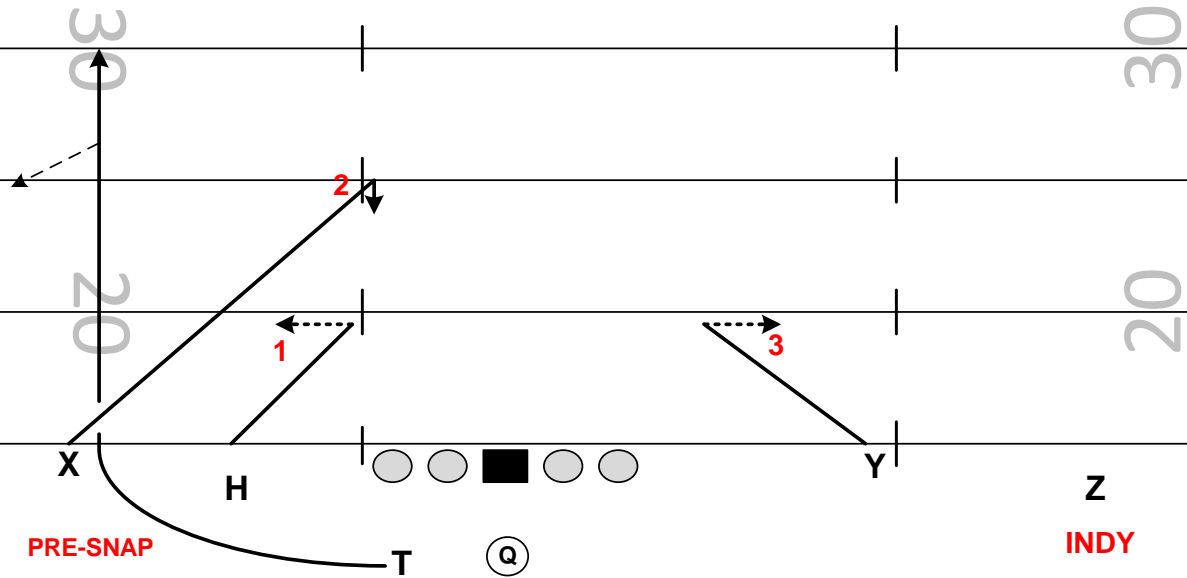
FAMILY: **HORIZONTAL** CONCEPT: **MESH** NARROW: **WILL**
 FORMATIONS: **DOUBLES / DUO / FLEET** PROTECTION: **50 - 51**
 PROGRESSION: **PRE-SNAP T / Y / X / H** ALERT: **Z INDY / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	SHALLOW CROSSER	SLAP HANDS OFF THE "MESHER"
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	SHALLOW CROSSER	SET THE MESH AT 6 YDS
X	HOOK ROUTE	ANGLE DEPARTURE – 10 YDS OVER "B" GAP

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:

DOUBLES RT (50) PIN



FAMILY: **HORIZONTAL** CONCEPT: **MESH** NARROW: **WILL**

FORMATIONS: **DOUBLES, QUEEN** PROTECTION: **50 - 51**

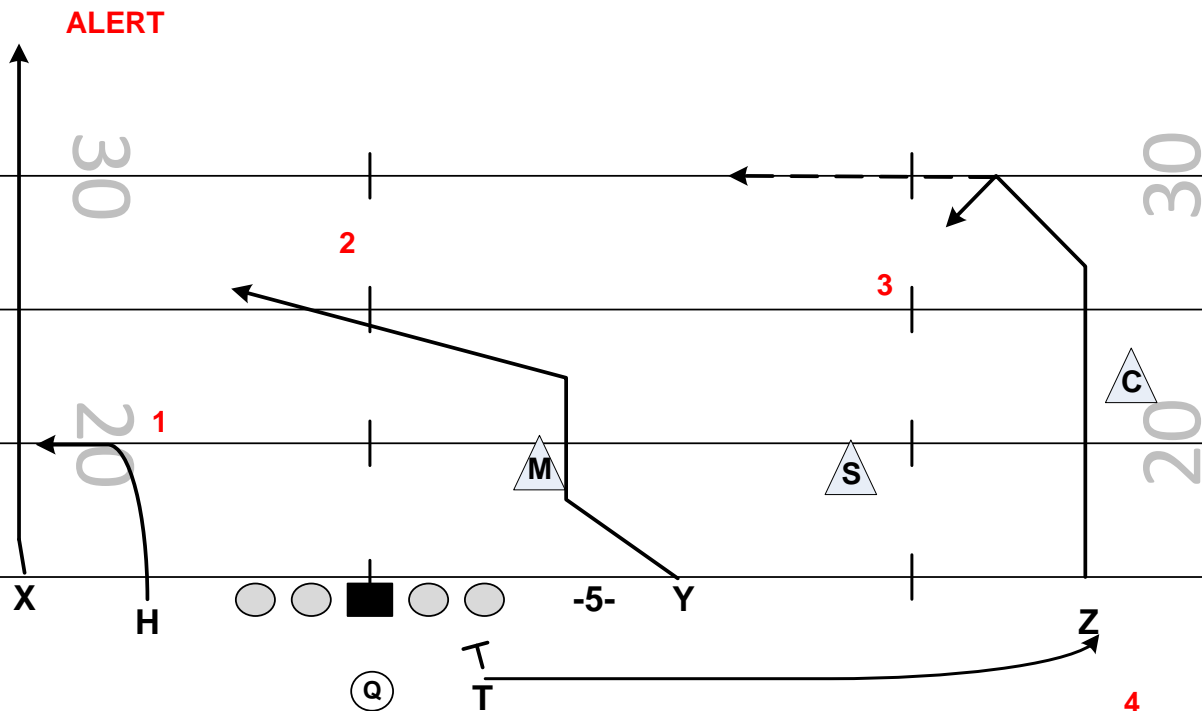
PROGRESSION: **PRE-SNAP T / H / X / Y** ALERT: **Z INDY / T**

PLAYER	ROUTE	ASSIGNMENTS
Z	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE
Y	PIN ROUTE	5 STEP "MESH" RELEASE – PIN BACK HORIZONTAL
T	BULLET	REPLACE THE STEM OF THE "X". COVERAGE CAPPED=BACK SHOULDER. IF EVEN=LEAVING.
H	PIN ROUTE	5 STEP "MESH" RELEASE – PIN BACK HORIZONTAL
X	HOOK ROUTE	ANGLE DEPARTURE – 10 YDS OVER "B" GAP

PRESSURE PLAN: **REDIRECT PROTECTION W/ SAFETIES TILT**

NOTES:

DOUBLES RT (61) CADDY



FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**

FORMATIONS: **DOUBLE, TRIO, GREEN** PROTECTION: **60 - 61**

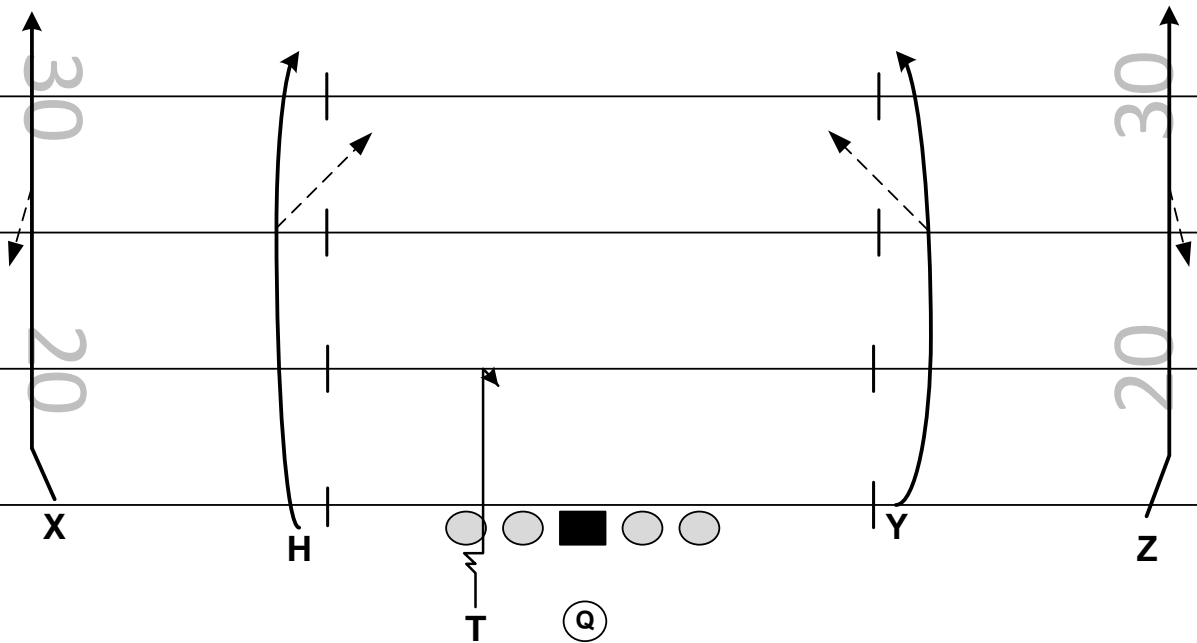
PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

DOUBLES RT (60) DAYTONA



FAMILY: **CARS**

CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS:

DOUBLE, TRIO

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

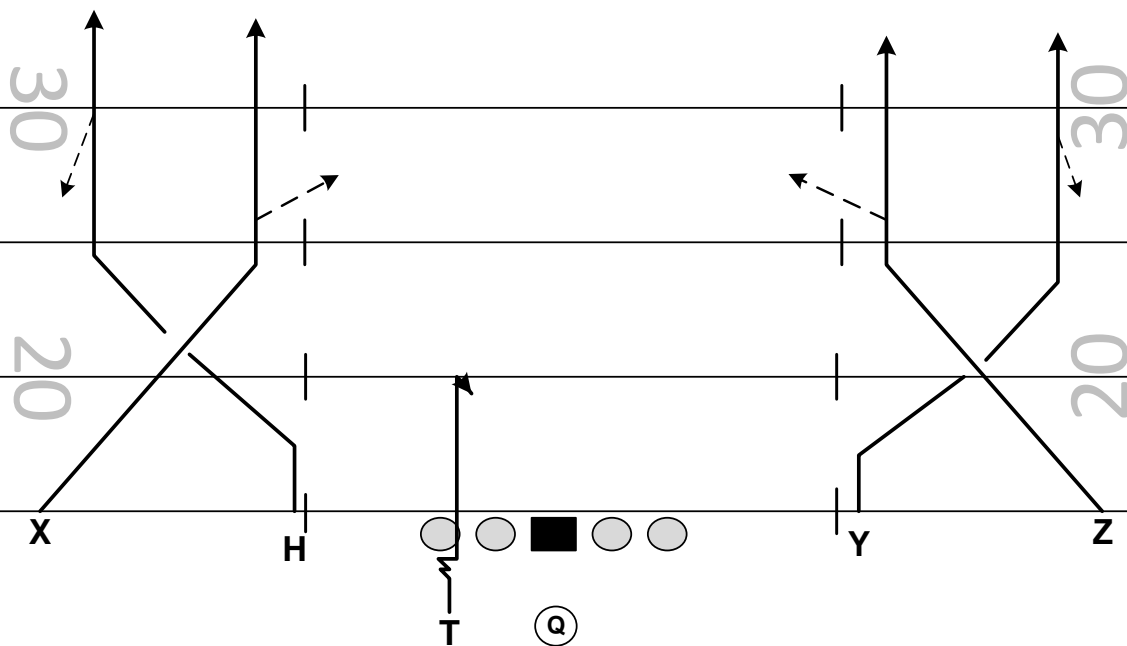
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	SEAM	2 HIGH/1 HIGH READ
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	SEAM	2 HIGH/1 HIGH READ
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) DAYTONA SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLES / TRIO** PROTECTION: **60 - 61**

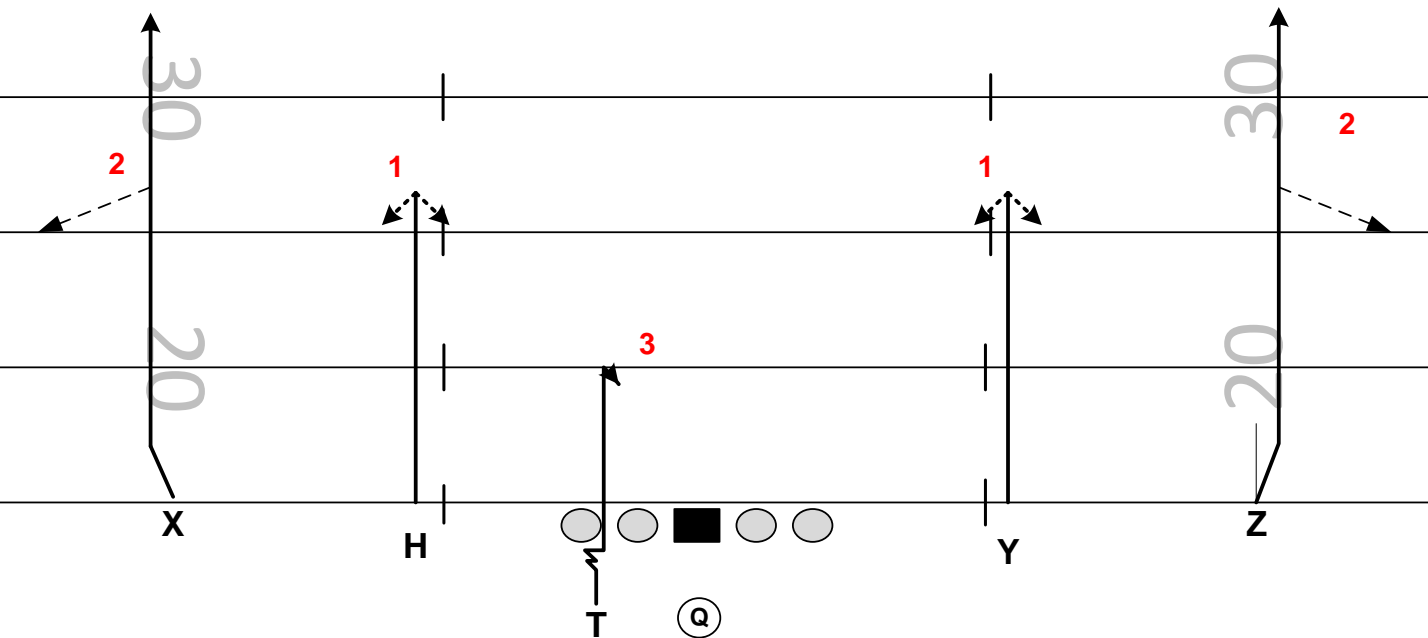
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) MARKER



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLE, QUEEN, TRIO, KING** PROTECTION: **60 - 61**

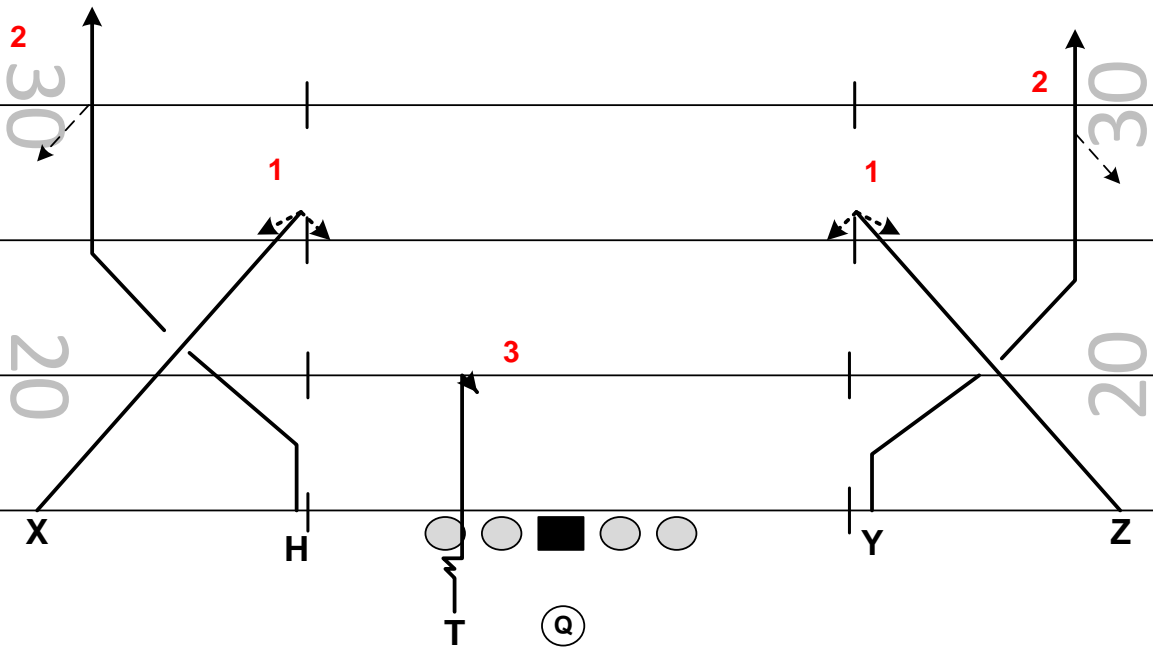
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 ST DOWN MARKER
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	MARKER ROUTE	DEEP HITCH ROUTE – GET TO 1 ST DOWN MARKER
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (60) MARKER SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DOUBLE, QUEEN** PROTECTION: **60 - 61**

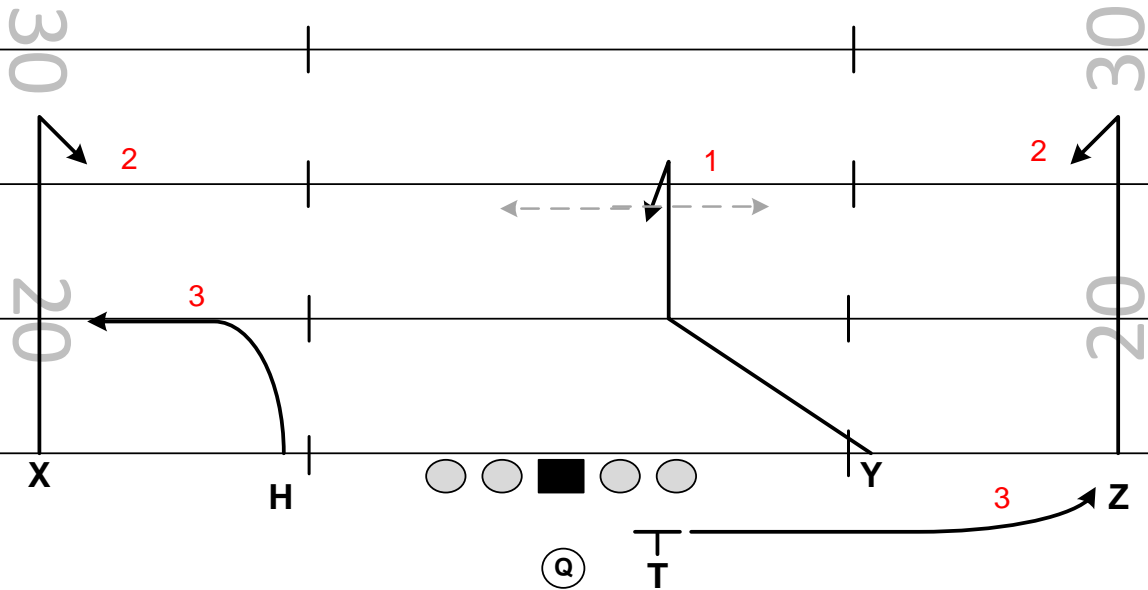
PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DOUBLES RT (61) HONDA



FAMILY: **CARS** CONCEPT: **OPTION – CURL/FLAT** NARROW: **MIKE**

FORMATIONS: **DOUBLE, TRIO, TRIPS, KING, QN** PROTECTION: **60 - 61/50 - 51**

PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

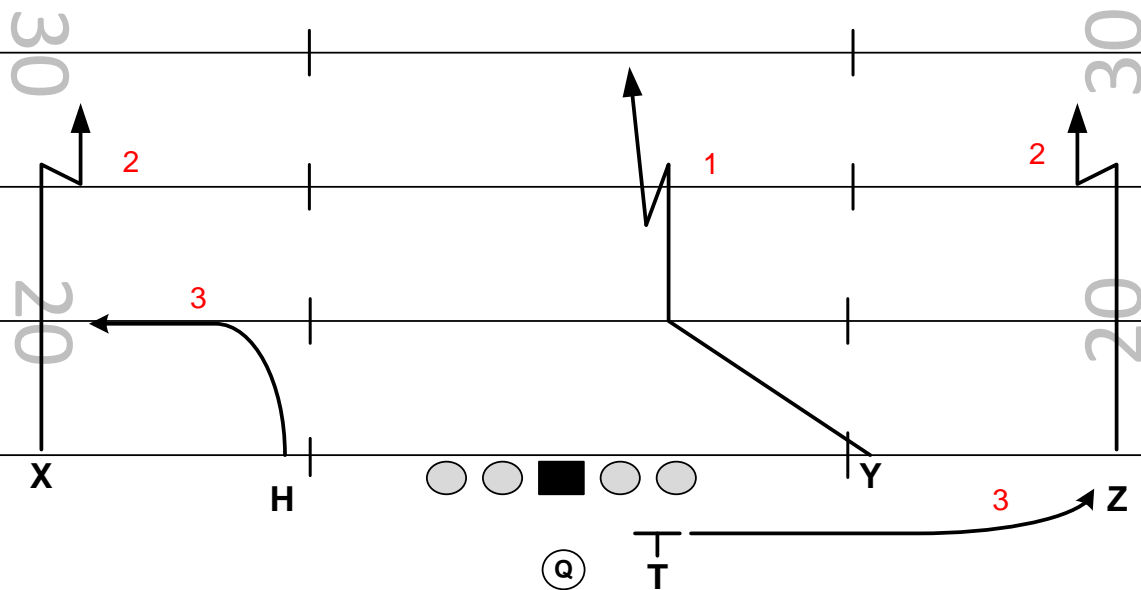
PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS
Y	OPTION ROUTE	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL	LANDMARK – INSIDE EDGE OF NUMBERS

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 – CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 – OPTION ROUTE MUST WIN VS/ MIKE LB**

PROGRESSION: **OPTION – CURL FLAT (AWAY ROT / 2 HIGH OR EVEN = FIELD)**

DOUBLES RT (61) HONDA PUMP



FAMILY: **CARS** CONCEPT: **OPTION - CURL/FLAT- PUMP** NARROW: **MIKE**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **60 - 61/50 - 51**

PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO
Y	OPTION ROUTE & GO	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
H	SPEED OUT	BE AWARE OF TRAP CORNER
X	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO

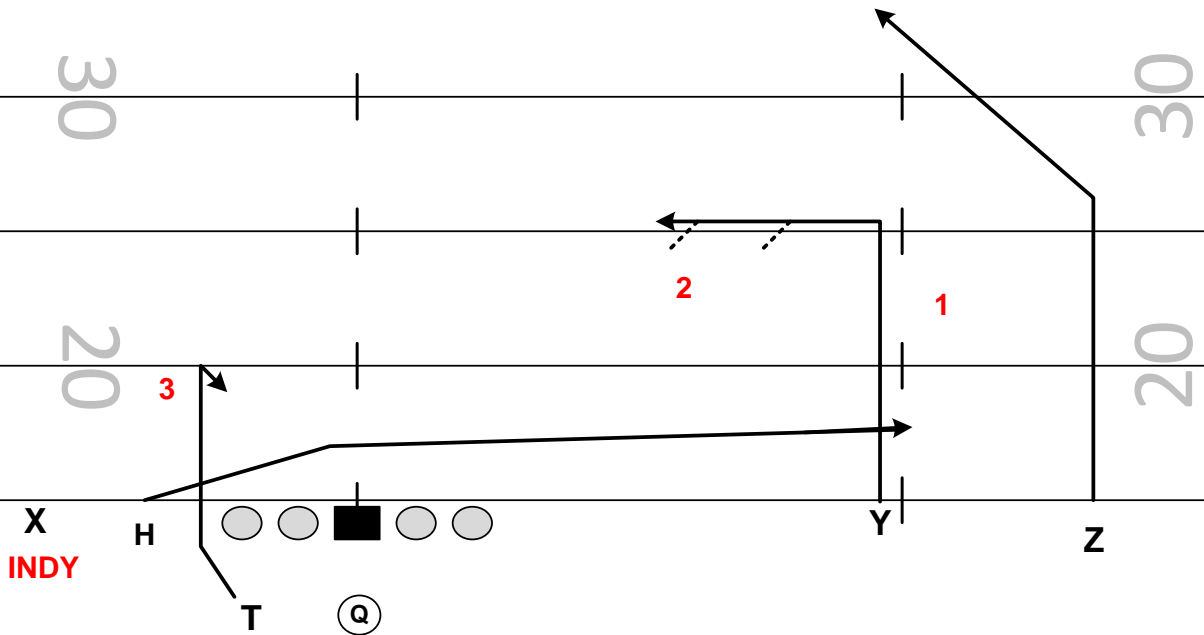
PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 - CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 - OPTION ROUTE MUST WIN VS/ MIKE LB**

DOUBLES RT (60) BENZ

ALERT

ALERT



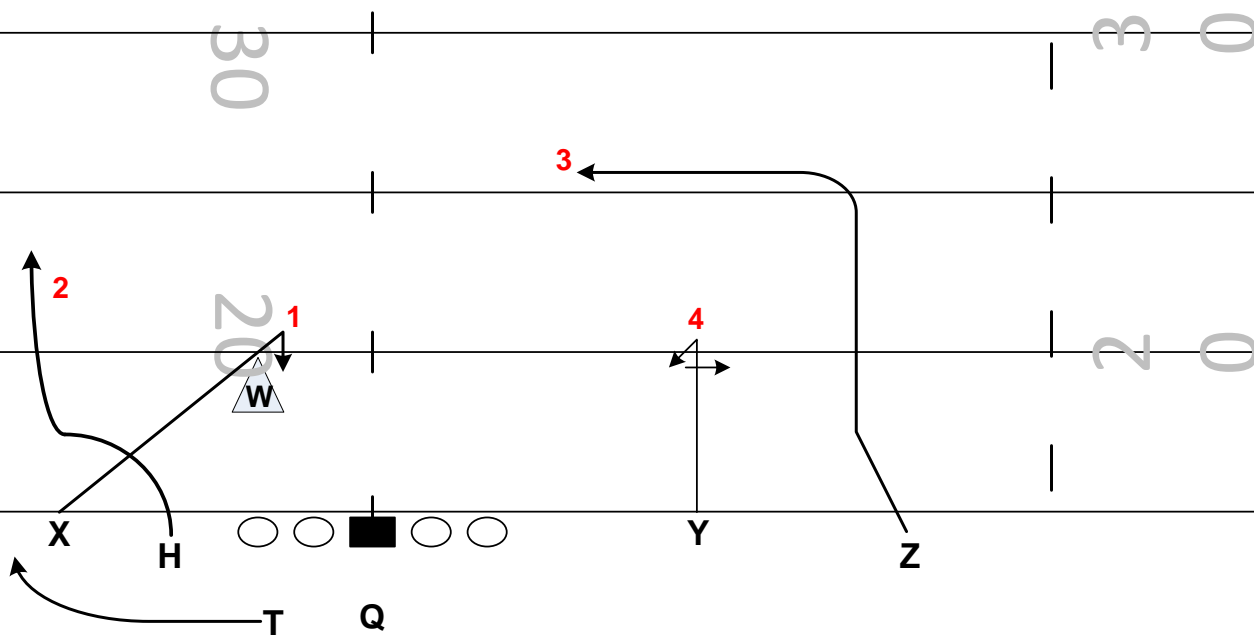
FAMILY: **CARS** CONCEPT: **DRIVE (HIGH-LOW)** NARROW: **SAM**
 FORMATIONS: **DOUBLE, QUEEN, TRIO, TRIPS** PROTECTION: **60 – 61/ 50 - 51**
 PROGRESSION: **ALERT – H / Y / TROUBLE (MIKE RD)** ALERT: **INDY**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	POST ROUTE – BREAK AT 10-12 YDS
Y	BASIC ROUTE	10 – 12 YD DIG – FIND GRASS. ASSUME 1 ST WINDOW CLOSED
T	SIT ROUTE	C/R SIT AT 5 YDS
H	SHALLOW CROSS	RELEASE AT HEELS OF DL – AIM 5-6 YDS OPPOSITE HASH
X	INDY ROUTE	FADE/GLANCE/DROPOUT/STUTTER FADE

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETIES TILT**

NOTES: **QB WILL SIGNAL “X” INDY ROUTE**
IF SAFETIES ROTATE TO STRENGTH, SIT ROUTE BECOMES #2

DOUBLES RT (50) EXXON



FAMILY: **GAS STATION**

CONCEPT: **2 MAN SNAG**

NARROW: **WILL**

FORMATIONS: **DOUBLES**

PROTECTION: **50 - 51**

PROGRESSION: **PURE**

ALERT: **POST VS COV 4**

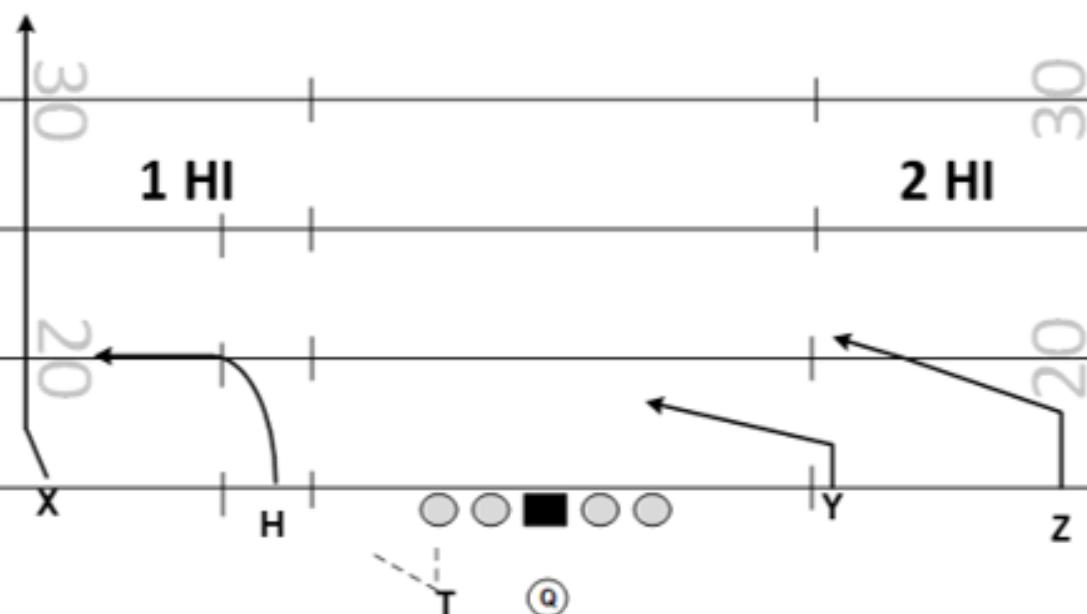
PLAYER	ROUTE	ASSIGNMENTS
Z	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
H	WHEEL	2 STEP OUT – WHEEL UP THE NUMBERS
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

DOUBLE RT NAIL



FAMILY: **QK GAME** CONCEPT: **ZONE/MAN BEATER** NARROW: **FLAT DEFENDER**

FORMATIONS: **DOUBLE** PROTECTION: **SPAN**

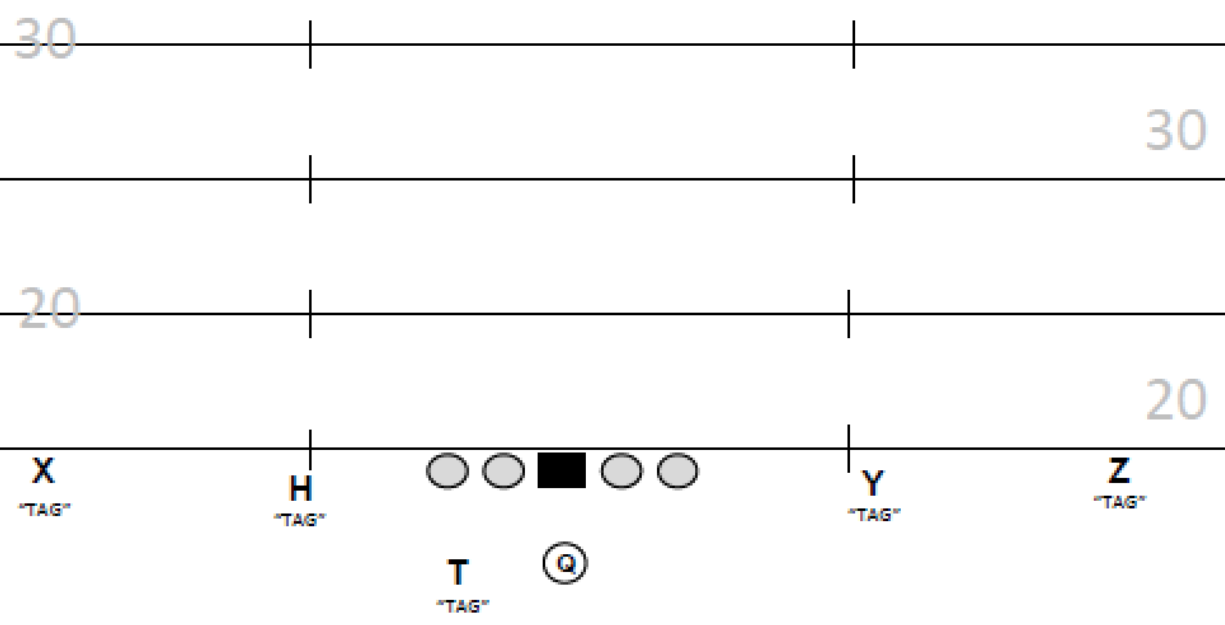
PROGRESSION: **BEST MATCHUP - READ INSIDE OUT** ALERT: **NONE**

PLAYER	ROUTE	ASSIGNMENTS
Z	TEMPO SLANT	5 STEP TEMPO SLANT
Y	SLANT	3 STEP SLANT
T	PASS PROTECTION	PROTECTION - INSIDE/OUT
H	OUT	3 STEP OUT
X	GO	MOR

PRESSURE PLAN: **NONE**

NOTES:

DOUBLE RT 99



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: _____ **DOUBLES** _____ PROTECTION: _____

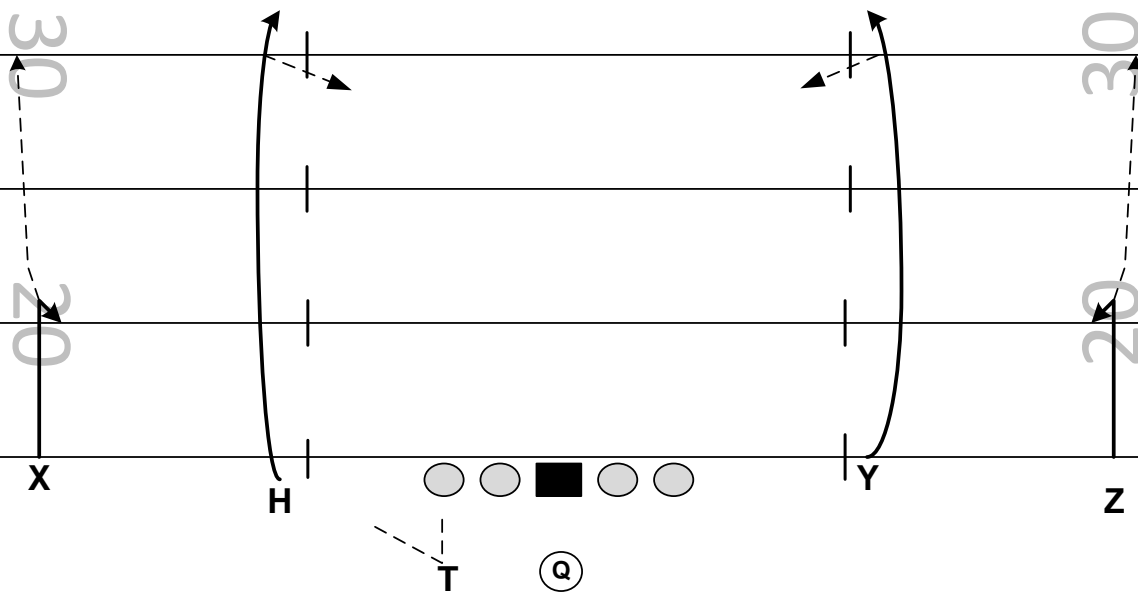
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	TAG	Look at QB and he will give you a signal
Y	TAG	Look at QB and he will give you a signal
T	TAG	Look at QB and he will give you a signal
H	TAG	Look at QB and he will give you a signal
X	TAG	Look at QB and he will give you a signal

PRESSURE PLAN: _____

NOTES: _____

DOUBLES RT 90



FAMILY: **QK GAME** CONCEPT: **HITCH/SEAM** NARROW: **DAYTONA RULES**

FORMATIONS: **DOUBLES/DUO/TRIPS/TRIO/FLEET** PROTECTION: **SPAIN**

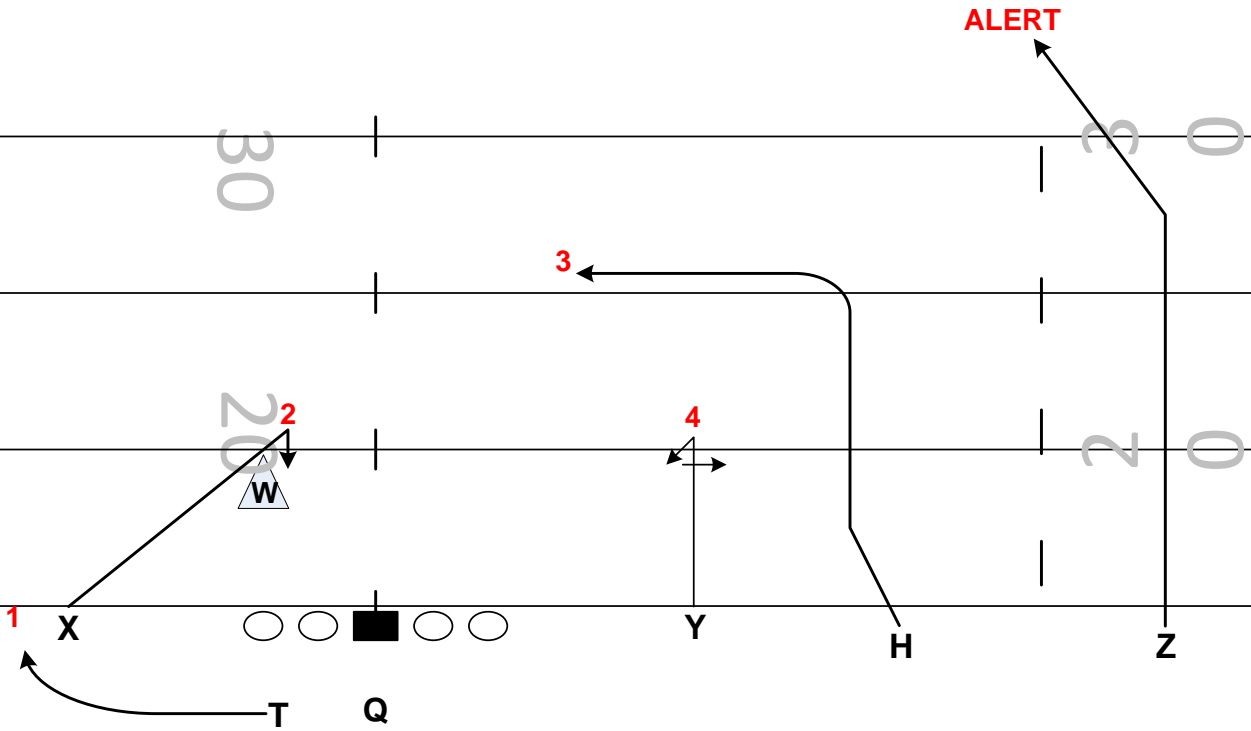
PROGRESSION: **POST SAFETY – BEST LOOK/ SPLIT SAFETY – READ LIKE DAYTONA** ALERT: **BEST MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	HITCH	5 STEP HITCH/ADJUST TO FADE VS. PRESS MAN
Y	SEAM/BENDER	LANDMARK 4 YDS INSIDE #'S – PS/SS RULES
T	PASS PROTECTION	SPAIN PASS PROTECTION – INSIDE/OUT
H	SEAM/BENDER	LANDMARK 4 YDS INSIDE #'S – PS/SS RULES
X	HITCH	5 STEP HITCH/ADJUST TO FADE VS. PRESS MAN

PRESSURE PLAN: **NONE**

NOTES:

TRIO RT (50) EXXON



FAMILY: **GAS STATION** CONCEPT: **2 MAN SNAG** NARROW: **WILL**

FORMATIONS: **TRIO** PROTECTION: **50 - 51**

PROGRESSION: **PURE** ALERT: **POST VS COV 4**

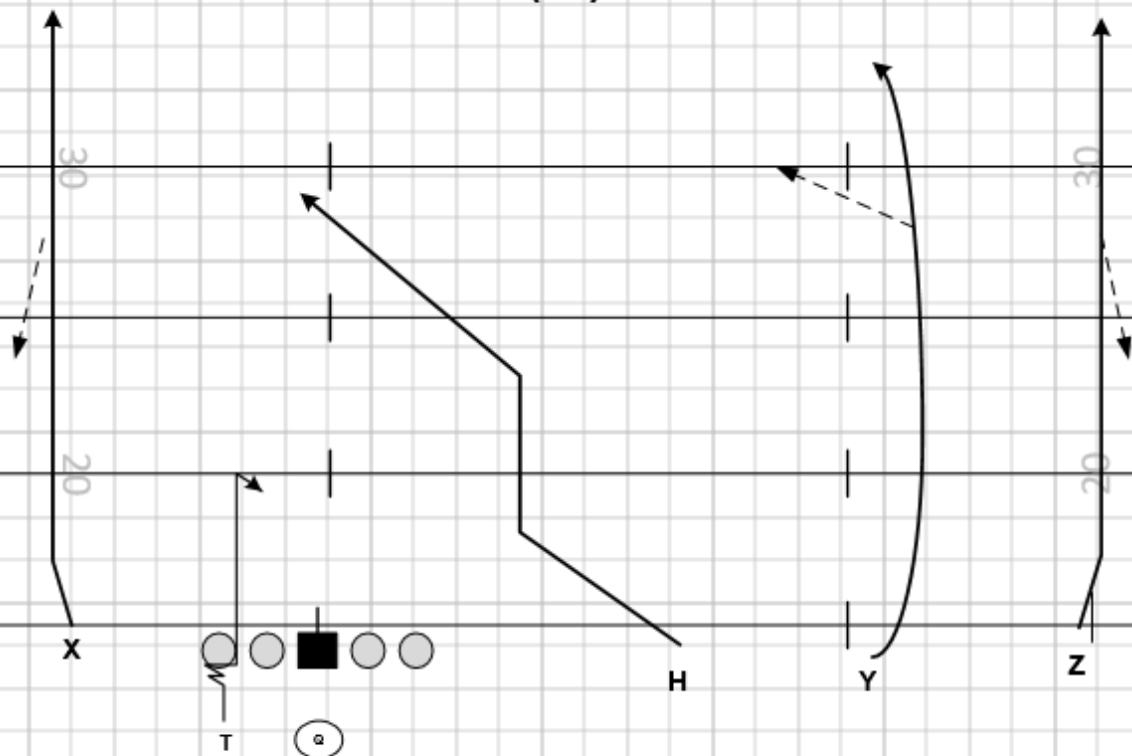
PLAYER	ROUTE	ASSIGNMENTS
Z	10-12 YD POST	VERTICAL RELEASE – LOCK POST
H	10 YD SPEED DIG	LOSE 2 YDS ON RELEASE – SPEED DIG
Y	GRAB	5 YD HITCH – PULL OUT WHEN QB MEETS EYES
X	EXXON SNAG	2 MAN SNAG ROUTE
T	HOT SWING	3 HARD STEPS – GIVE EYES TO QB

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE – THROW HOT/TROUBLE THROW

NOTES: **COV 2: SNAG MID POINT COR & WILL / PRESS MAN: BULLETS CHECK**

TRIO RT (60) DAYTONA



FAMILY: **CARS**

CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS: **TRIO**

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

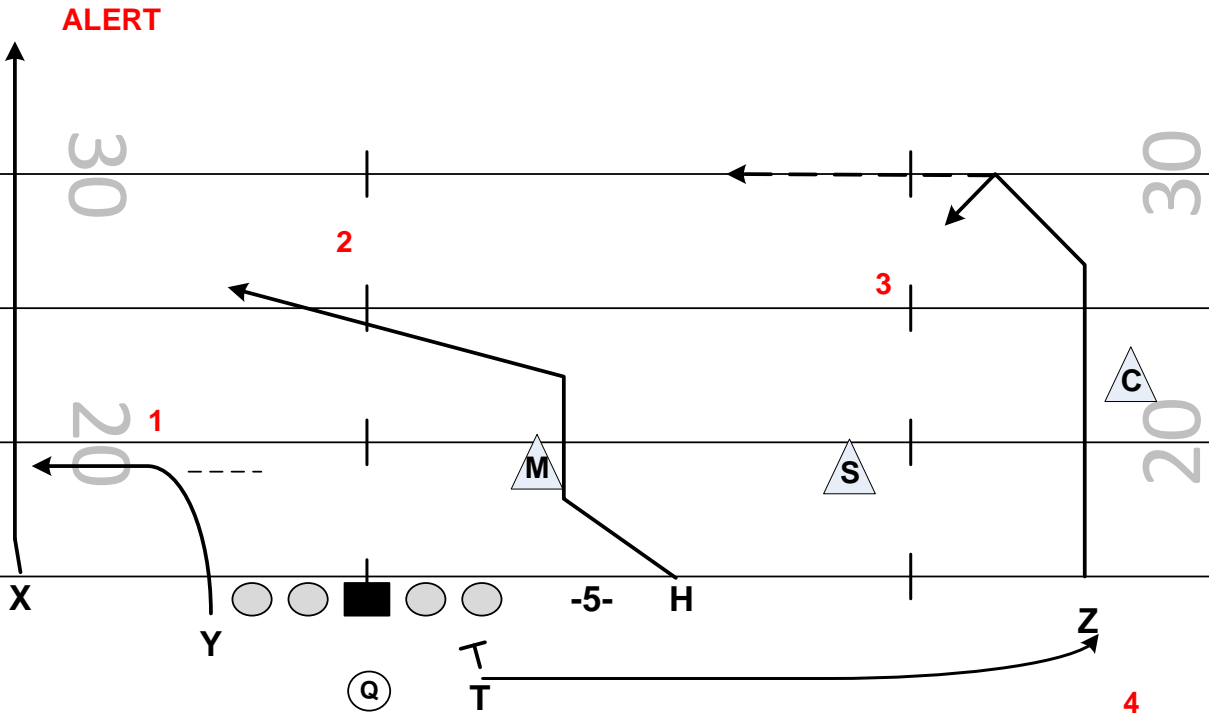
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	CROSS SEAM	AIM 22 AT OPPOSITE HASH
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	SEAM	2 HIGH/1 HIGH READ
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

QUEEN RT (61) CADDY



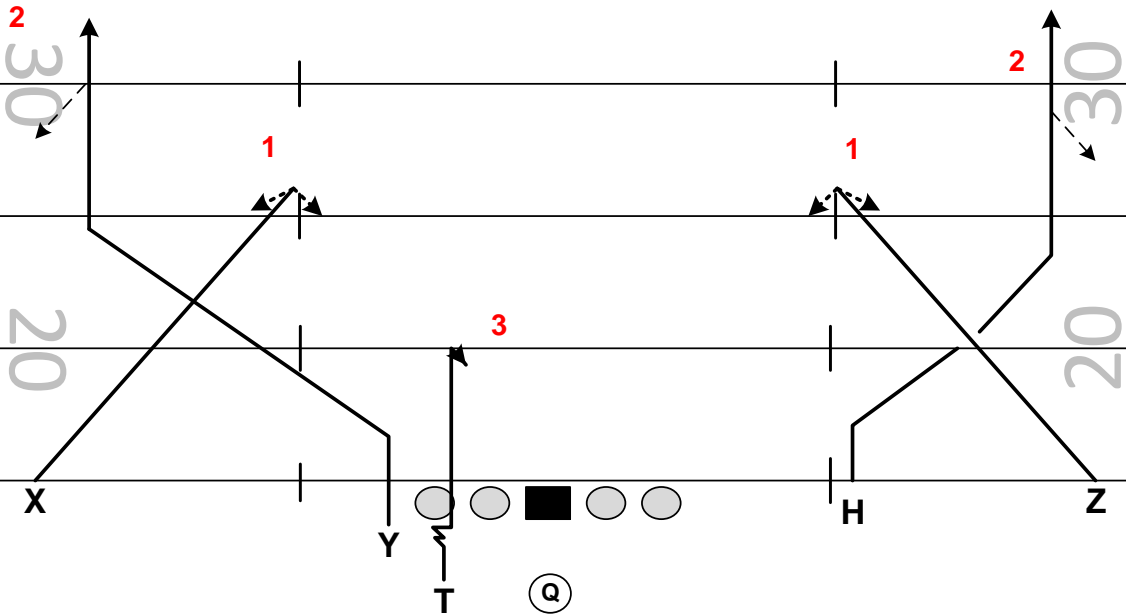
FAMILY: **CARS** CONCEPT: **Y CROSS** NARROW: **WILL**
 FORMATIONS: **QUEEN, TRIO, GREEN** PROTECTION: **60 - 61**
 PROGRESSION: **ALERT - H, Y, Z, TROUBLE** ALERT: **X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	POST CURL	12-15 - CURL UP AND FIND THE WINDOW
Y	OPTION ROUTE	5 YD OPTION ROUTE OFF LEVERAGE
T	SWING	C/R SWING - 5 STEPS PARALLEL TO LOS
H	STAIRCASE	UNDER THE SAM, OVER THE MIKE, FIND GRASS
X	GO ROUTE	MOR - FADE

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES:

QUEEN RT (60) MARKER SWITCH



FAMILY: VERTICAL

CONCEPT: STICKS

NARROW: SAM OR WILL

FORMATIONS:

QUEEN

PROTECTION:

60 - 61

PROGRESSION: PICK A SIDE – INSIDE OUT TO T

ALERT:

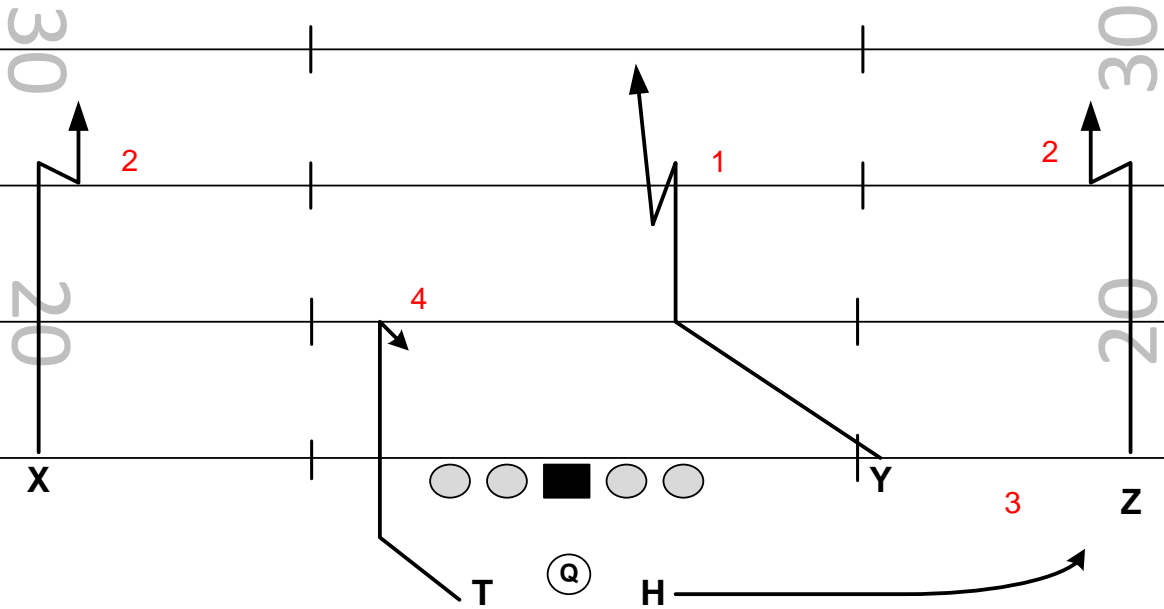
DROPOUTS

PLAYER	ROUTE	ASSIGNMENTS
Z	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE “SWITCH”
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE “SWITCH”
X	MARKER SWITCH	ANGLE DEPARTURE – LANDMARK IS PAST THE 1 ST DOWN STICKS ON THE HASH

PRESSURE PLAN: REDIRECT PROTECTION TO SAFETIES TILT

NOTES:

GREEN (60) HONDA PUMP



FAMILY: **CARS** CONCEPT: **OPTION - CURL/FLAT- PUMP** NARROW: **MIKE**

FORMATIONS: **GREEN** PROTECTION: **60 - 61/50 - 51**

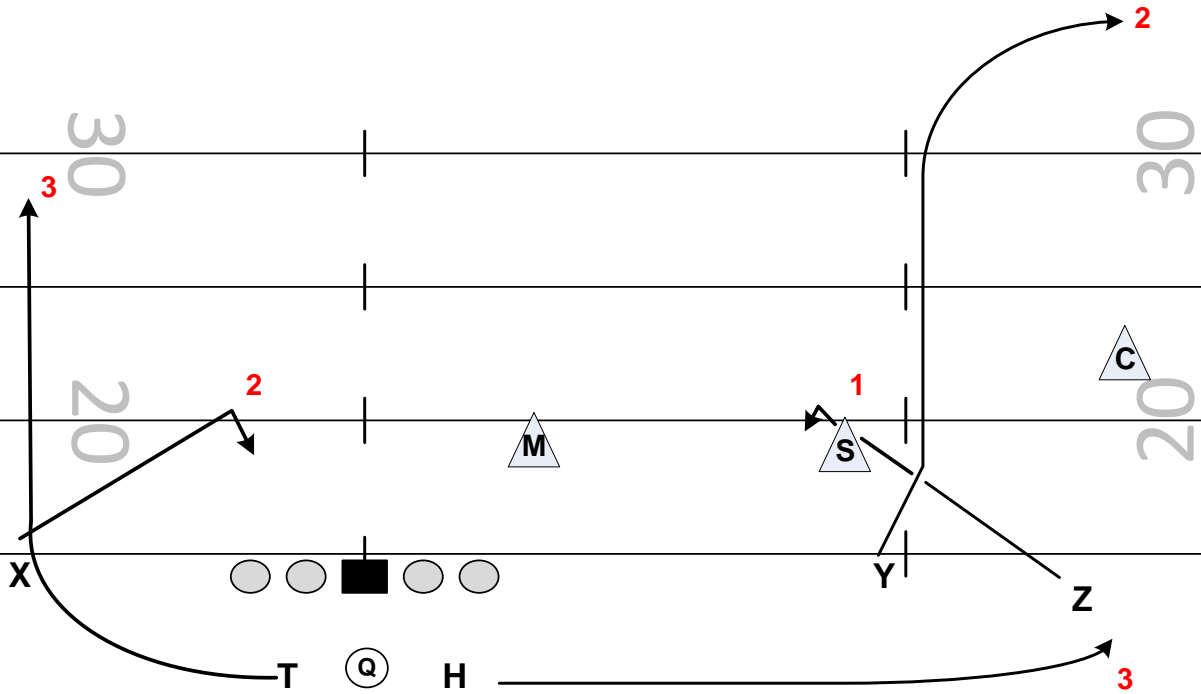
PROGRESSION: **TRIANGLE PROGRESSION INSIDE/OUT** ALERT: **Y WILL FIND GRASS**

PLAYER	ROUTE	ASSIGNMENTS
Z	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO
Y	OPTION ROUTE & GO	8 -10 YD OPTION ROUTE - WORK MIKE LB FOR GRASS
T	SIT ROUTE	C/R SIT AT 5 YDS
H	CHECK SWING	5 STEPS PARALLEL TO EDGE OF NUMBERS
X	12 YD CURL & GO	LANDMARK - INSIDE EDGE OF NUMBERS - STUTTER & GO

PRESSURE PLAN: **REDIRECT PROTECTION WITH SAFETY TILT**

NOTES: **COVER 2 - CURL ROUTES INSIDE RELEASE AND GET BACK TO LANDMARK. COVER 1 - OPTION ROUTE MUST WIN VS/ MIKE LB**

GREEN FREE (50) CHEVRON EXXON



FAMILY: **GAS STATION** CONCEPT: **3 MAN SNAG** NARROW **SAM**

FORMATIONS: **GREEN** PROTECTION: **50 - 51**

PROGRESSION: **PURE - Z/Y/T Z/X/H** ALERT: **MAN - F2**

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	3 MAN SNAG
Y	CORNER	CHEVRON CORNER - GAIN 2 ON RELEASE SPEED OUT AT 15 YDS
T	RAIL ROUTE	3 HARD STEPS - VERTICAL UP NUMBERS
X	SNAG	3 MAN SNAG
H	HOT SWING	5 HARD STEPS - GIVE EYES TO QB

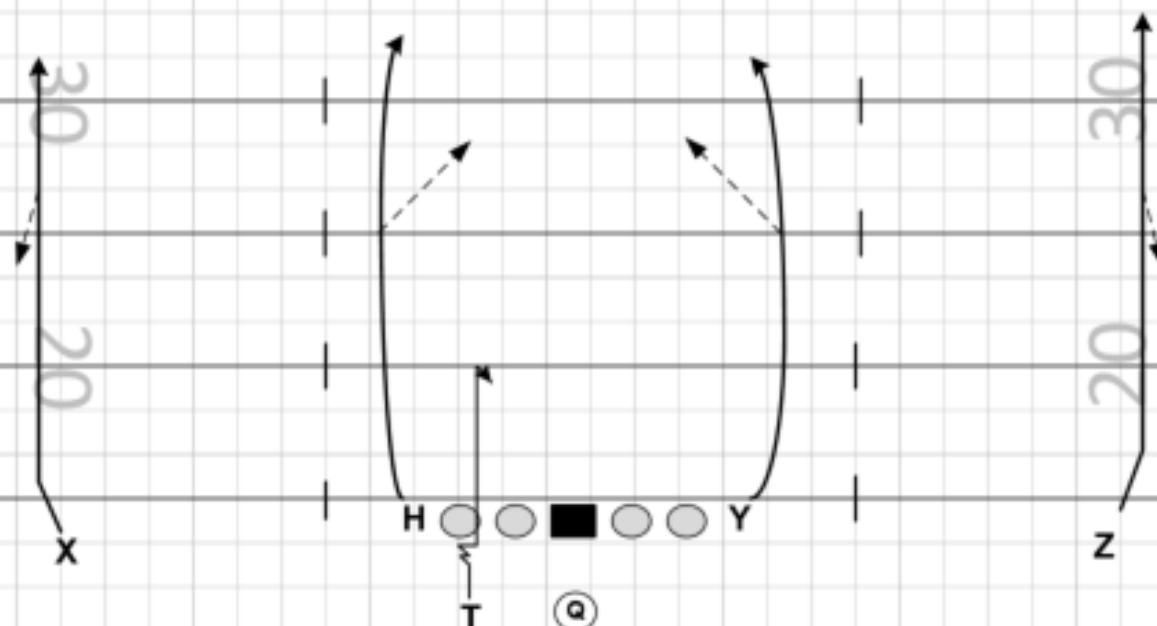
PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

5/6 MAN PRESSURE - THROW HOT/TROUBLE THROW

NOTES: **COV 1 - F2 TO B1 (CONTROL MIKE WITH EYES)**

BE AWARE OF POSSIBLE BACKSIDE TAGS

DUECE RT (60) DAYTONA



FAMILY: **CARS** CONCEPT: **4 VERTICALS**

NARROW: **SAM OR WILL**

FORMATIONS: **DUECE**

PROTECTION: **60 - 61**

PROGRESSION: **COVERAGE READ**

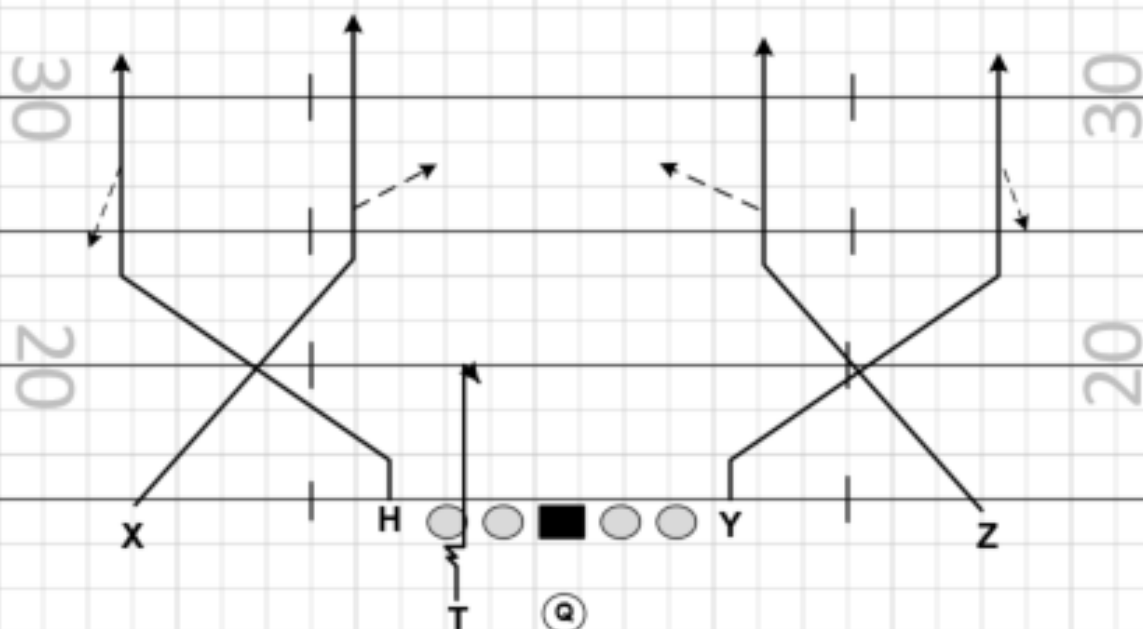
ALERT: **Z/X MATCHUP**

PLAYER	ROUTE	ASSIGNMENTS
Z	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING
Y	SEAM	2 HIGH/1 HIGH READ
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	SEAM	2 HIGH/1 HIGH READ
X	GO ROUTE	CAP COVERAGE – DROPOUT. IF EVEN - LEAVING

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:

DUECE RT (60) DAYTONA SWITCH



FAMILY: **VERTICAL** CONCEPT: **STICKS** NARROW: **SAM OR WILL**

FORMATIONS: **DUECE** PROTECTION: **60 - 61**

PROGRESSION: **PICK A SIDE – INSIDE OUT TO T** ALERT: **DROPOUTS**

PLAYER	ROUTE	ASSIGNMENTS
Z	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM
Y	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
T	TAKE IT ROUTE	5 YARDS OVER THE CENTER
H	VERTICAL SWITCH	PRESS 3 STEPS VERTICAL TO ATTACK HOLE PLAYER, THEN CREATE THE "SWITCH"
X	VERTICAL SWITCH	ANGLE DEPARTURE – MIDDLE OF THE FIELD OPEN – BEND, MIDDLE CLOSED - SEAM

PRESSURE PLAN: **REDIRECT PROTECTION TO SAFETIES TILT**

NOTES:



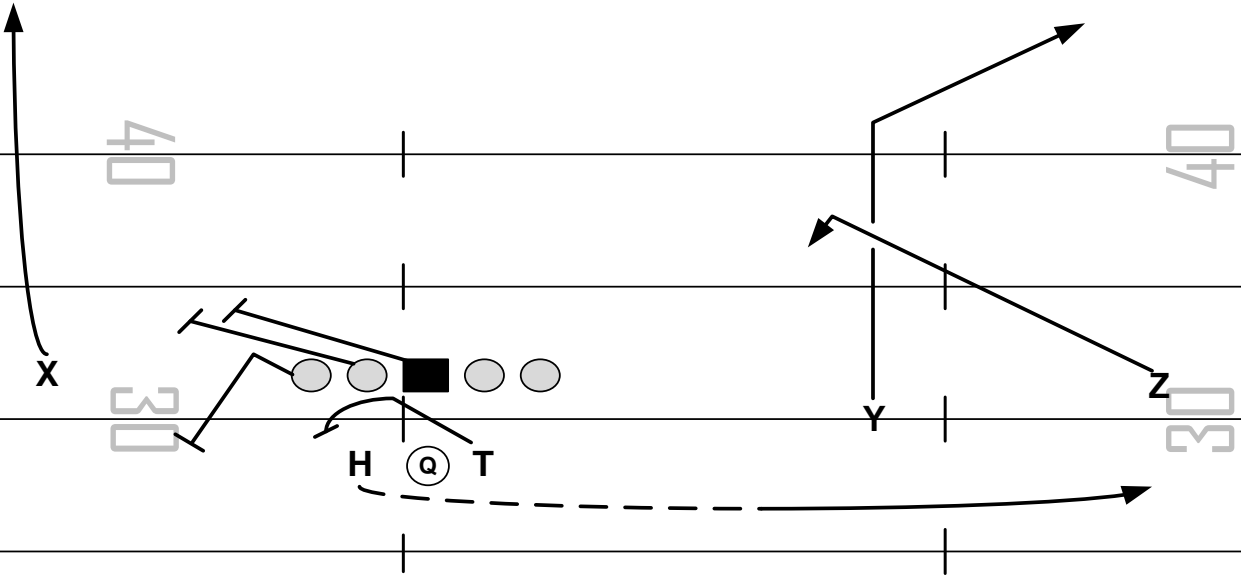
ASCENDER

FOOTBALL



SCREENS

FUEL



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

RUN PLAY

PROGRESSION:

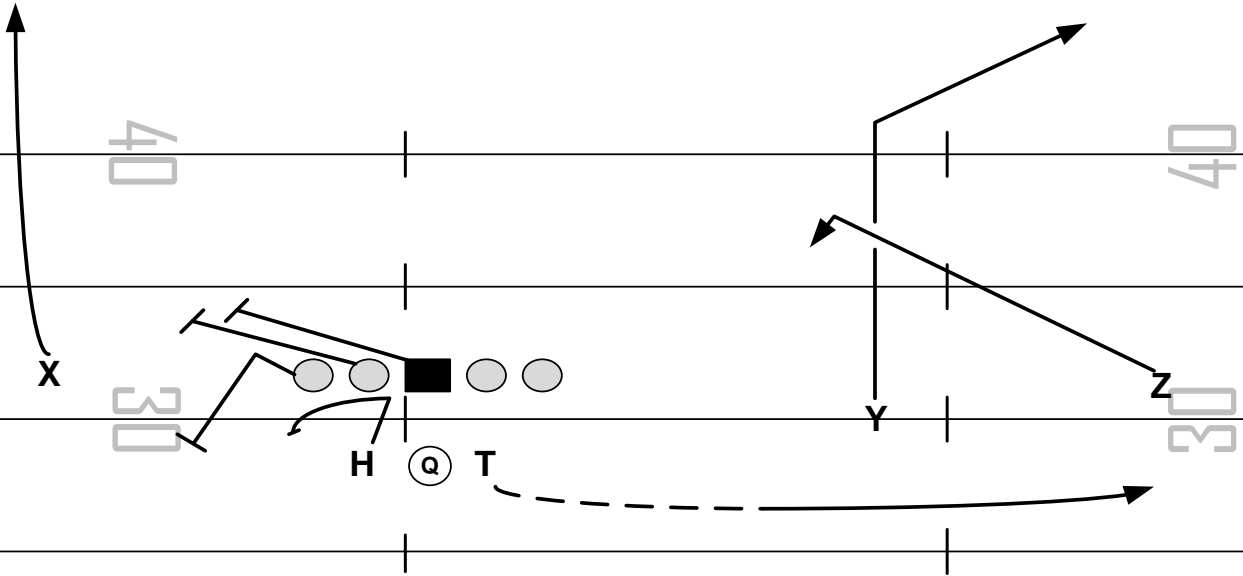
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	PLANE KEY 3	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN:

NOTES:

FLEET RT CHOP CHEVRON LINDA



FAMILY: _____ CONCEPT: _____ NARROW: _____

FORMATIONS: _____ RUN PLAY _____

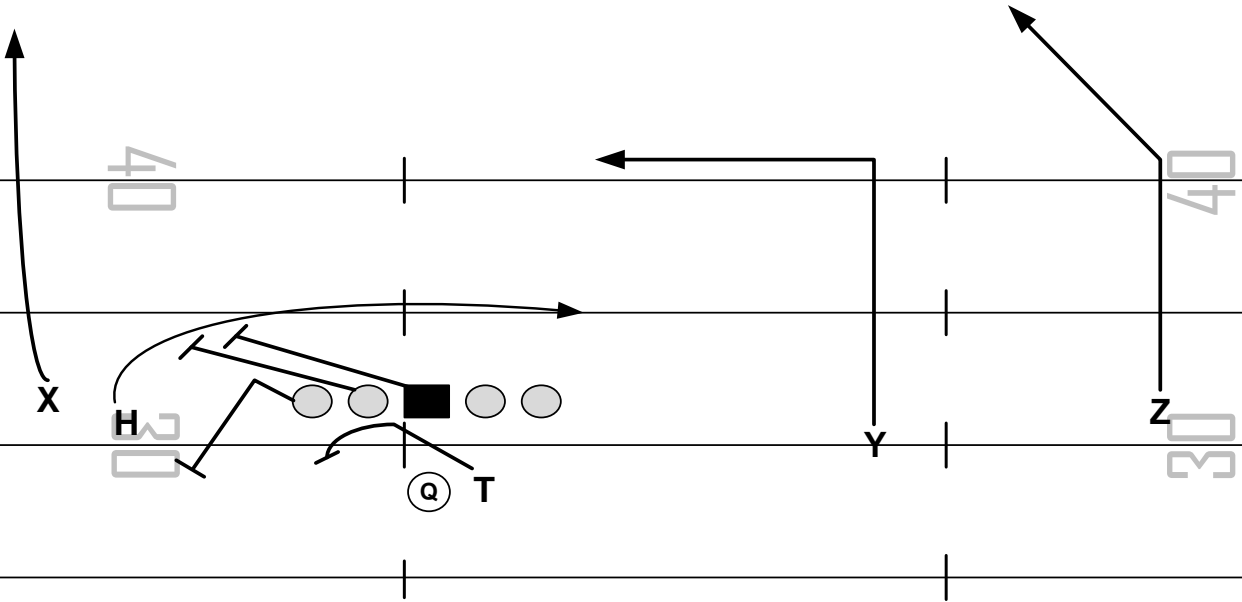
PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	LINDA	
X	RUN OFF	
T	CHOP MOTION	

PRESSURE PLAN: _____

NOTES: _____

DART BENZ LINDA



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

DART

RUN PLAY

PROGRESSION:

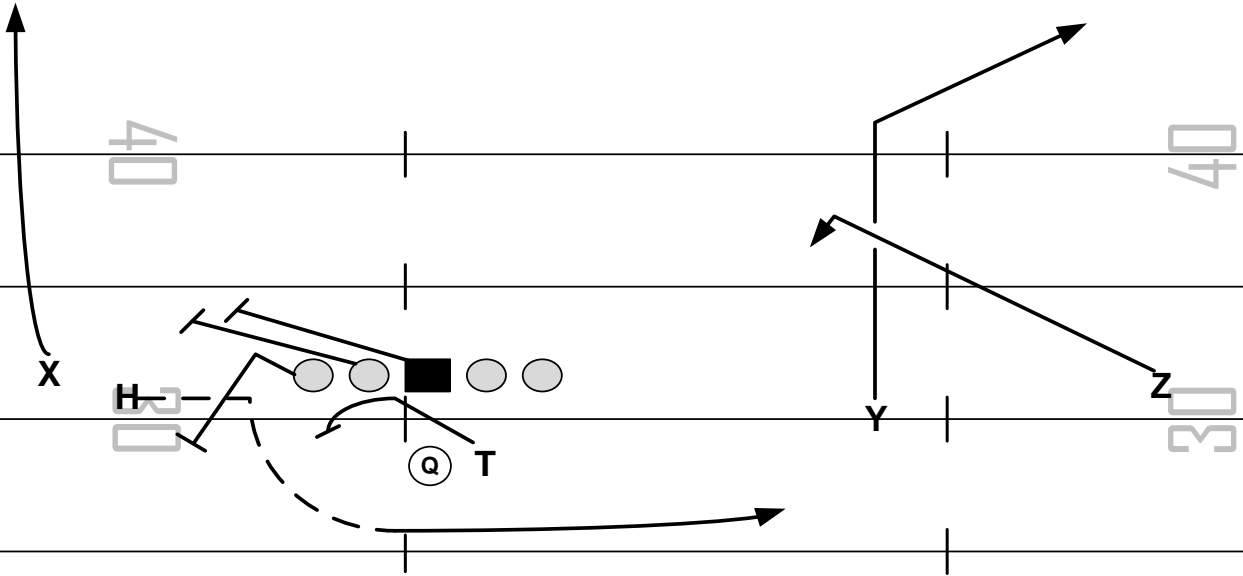
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	POST	
Y	DIG	
H	BENZ	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN:

NOTES:

DART PLANE CHEVRON LINDA



FAMILY:

CONCEPT:

NARROW:

FORMATIONS:

DART

RUN PLAY

PROGRESSION:

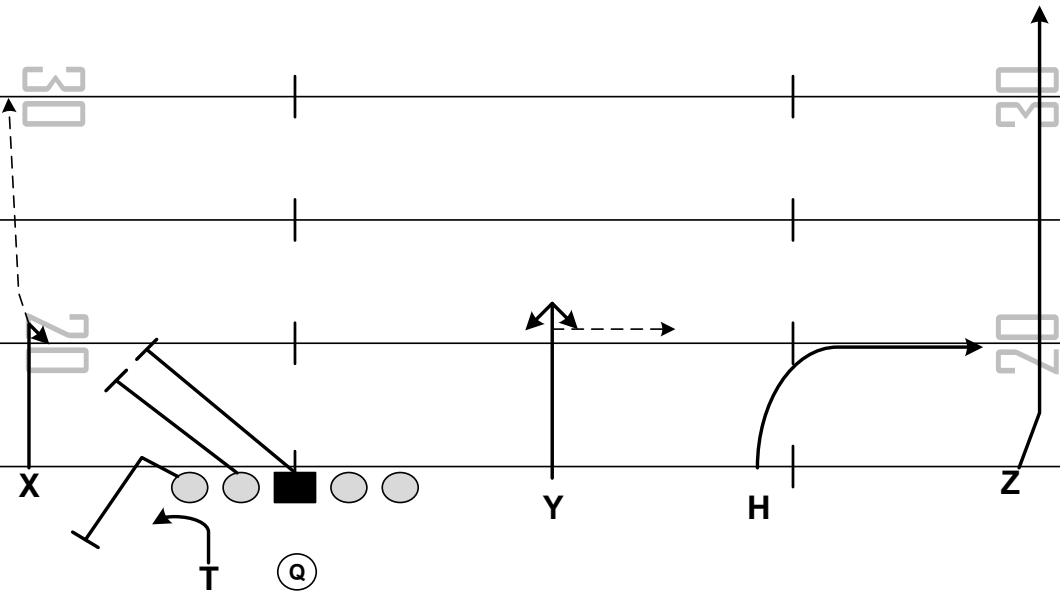
ALERT:

PLAYER	ROUTE	ASSIGNMENTS
Z	SNAG	
Y	CORNER	
H	PLANE KEY 3	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN:

NOTES:

TRIPS RT STICK LINDA



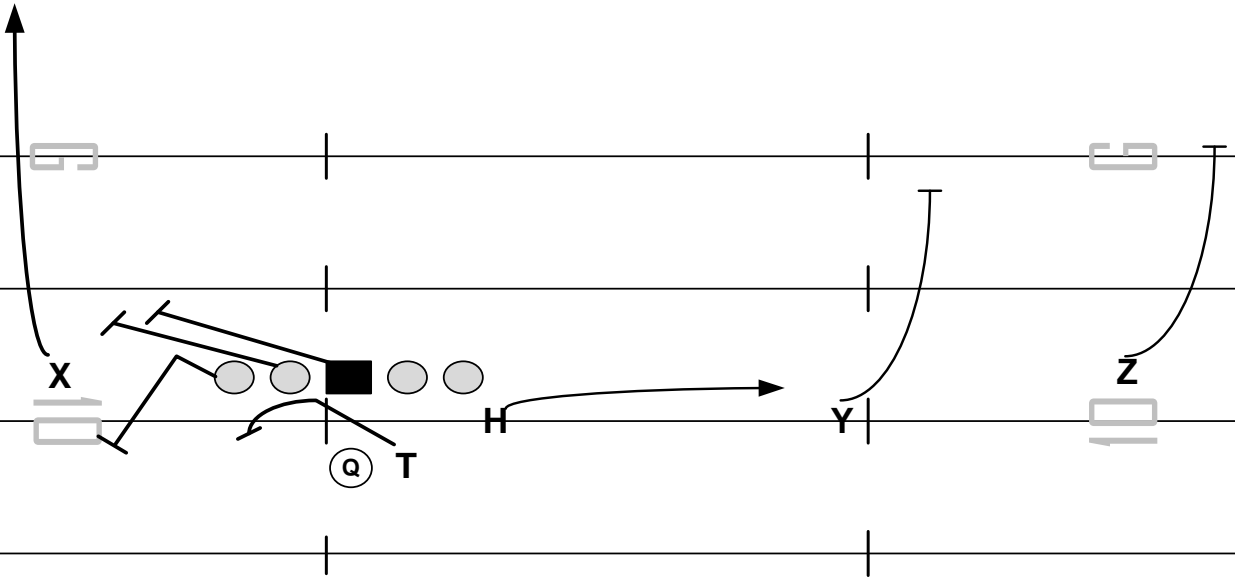
FAMILY: **SCREEN** CONCEPT: **STICK** NARROW: **MIKE**
 FORMATIONS: **TRIPS/TRIO/FLEET** PROTECTION: **LINDA**
 PROGRESSION: **MIKE READ** ALERT: **GIFT**

PLAYER	ROUTE	ASSIGNMENTS
F1	GO ROUTE	MOR - FADE
F2	SPEED OUT	2 STEPS – WORK TO 5 YDS – IF YOU GET TO #’S THROTTLE DOWN (ALERT – TRAP CORNER)
F3	STICK ROUTE	THROUGH 6 YDS – LULL AWAY FROM PRESSURE / NO PRESSURE - STICK
T	HB SCREEN	ATTACK MIDPOINT BETWEEN “T” AND “B” GAP. RELEASE AND FIND QB EYES
B1	GIFT	5 YD HITCH – CONVERT TO FADE IF PRESS MAN

PRESSURE PLAN: **REDIRECT WITH SAFETIES TILT**

NOTES: **SCREEN TO THE RIGHT = “ROSE”**
BE AWARE FOR FRONT SIDE TAGS: CHEVRON/LINDA – BENZ/LINDA

TRIO FUNGO LINDA



FAMILY: _____ CONCEPT: **REVERSE** NARROW: _____

FORMATIONS: **TRIPS / TRIO / FLEET** RUN PLAY **TEXAS**

PROGRESSION: _____ ALERT: _____

PLAYER	ROUTE	ASSIGNMENTS
Z	BLOCK	
Y	BLOCK	
H	FUNGO	
X	RUN OFF	
T	LINDA	

PRESSURE PLAN: _____

NOTES: _____



ASCENDER

FOOTBALL



KEYS TO VICTORY



ASCENDER

FOOTBALL



- 1) THE BALL**
- 2) NO UNFORCED ERRORS**
- 3) PLAY THE NEXT PLAY**
- 4) COMMUNICATION**
- 5) PLAY HARD AND AGGRESSIVE**
- 6) IMG FOOTBALL GAME**
- 7) EXPLOSIVE PLAYS**
- 8) ESTABLISH RHYTHM**
- 9) WIN THE SITUATIONS**
- 10) DOMINATE 60 MINUTES**
- 11) EDGEWATER WILL PLAY ITS BEST FOOTBALL**
- 12) DO YOUR PART, PLAY WITHIN YOUR SELF**